



Role Playing Game

FINE

A

What will you need

- * A Set of dice
 - 20 sided (d20)
 - 10 sided (d10)
 - 8 sided (d8)
 - 6 sided (d6)
 - 4 sided (d4)
- * Imagination
- * Friends?

Look for the ZINE Role Playing Game

- Expansions:
 - Player's Guide
 - Runner's Guide
 - Making spells
 - Class guide

What is an RPF

A Role Playing Game is a set of rules designed to give you and a group of friends a framework of rules to sit around a table and pretend to:

- * Engage in Fantastic adventures
- * Feel rested after sleeping
- * Improve upon skills as you use them

Now go Roll some Dice!

Much like the Zine ideology

The goal is small, fun and infinitely flexible.

and make it up.

or just let anything go

can use the extra rules or not, very light. From here

Play how you want

Creating a new you

come up with a name, background, class

2: Roll 3d6 5 times. These are your attribute scores, assign them as appropriate

3: Roll 2d4 and average them rounding down: This is your luck

4: fill out your character sheet.

- Meta attributes -

Combat: (Agi + str + luck) / 10

Defence: (str + sma + luck) / 10

spell casting: (sma + [Chg] + luck) / 10

! Class dependent!

this is intentionally arbitrary. Have fun with it.

Number.

then tries to beat the goal to beat. The player

should set a numerical conflict, the Game Runner

If there is on is direct

Player Versus Environment

Conflicts and combat

All direct conflicts, including

combat work the same way: Both sides roll, add

appropriate modifiers. i.e. -2 people arguing will

Charisma against each other

- Combat?

1 side rolls combat + Atk

1 side rolls Defence + Def

winner deals dmg (even the defender)

Subtract dmg from HP

(Max HP = Con)

(use 1d20 to roll)