

EZ Rules

The following are set of tables to aid in the conversion of the NPCs, items, and creatures into your favorite RPG rules system. If you're not used to converting systemless values to RPGs, we'll help you along with suggestions and pointers. Because of the varied nature RPGs, we cannot give specific advice about any one system.

Character Attribute Ranks

NPCs and creatures have the following 6 attributes:

- Strength
- Constitution
- Dexterity
- Intelligence
- Wisdom
- Charisma

Each rank level imparts a bonus of sorts. A numerical value is provided for comparison. The attributes are ranked as following:

Rank	Description	Bonus
Superb	Lift incredibly heavy weights, healthier than horses, philosophers come to you for advice, juggle flaming chainsaws, Aphrodite is jealous, can sell water to fish.	+6
Great	Lift very heavy weights, very healthy, wise, amazing dexterity, beautiful, magnetic personality.	+4
Good	Lift heavy weights, resist diseases, hard to fool, dexterous, pretty, charming personality.	+2
Fair	Lift better than average weights, can resist some disease, harder to fool, better than average dexterity, comely in appearance, pleasant personality.	+1
Average	Lift average weights, average disease resistance, average wisdom, dexterity, appearance, and personality.	0
Passable	Able to lift light weights, catches colds, can be fooled on occasion, not very dexterous, plain looking, plain personality.	-1
Poor	Weak, prone to sickness, not very wise, easily fooled, klutzy, ugly, lacking in charisma.	-2
Terrible	Barely capable of lifting things, sickly, incredibly foolish, dimwitted, fumbling, ghastly in appearance, absolutely no personality.	-4

We provide the Bonus as a guide to matching the rankings to your RPG's own system. Most games use bonuses based on the level of the attribute. For those RPGs that don't use attributes or statistics, you can use these values as a guide for skills or descriptors for the NPCs. Also, some

things may only have a couple or so of these Attributes. If it doesn't make any sense for an object to have one or more attributes, they won't have them.

For example, a robot forklift could have a Strength, Dexterity, and Intelligence attribute, but not a Constitution, Wisdom, or Charisma attribute.

Health Rank

In addition to these rankings, NPCs and creatures will have a Health rank. This is just a general rating of how hard it would be to injure or incapacitate the being. No numerical value has been provided, due to the many ways RPGs handle damage and injury. Please use the descriptions as a guide as to how hard it would be to injure, incapacitate, or kill a being:

Rank	Description
Monstrous	The being is incredibly resilient, and can shake off attacks from tanks and aircraft with ease.
Incredible	The being is very strong, and can survive most attacks from heavy weapons like machine guns and light antiaircraft weapons.
Amazing	The being is strong, and can survive attacks from most firearms, handheld weapons, and the like.
Average	The being can survive minor injuries and attacks from blunt weapons.
Weak	The being is easily injured by minor impacts and light objects.
Fragile	The being is very delicate, and almost any form of impact or fall can severely damage it.

Experience

When necessary, some NPCs will be given an experience rank level. This represents their overall life experiences and abilities. It sets the tone of the NPC as to how well known they are, and what they might know. Not all RPG rule systems have experience levels or the same number of levels. Treat these as more of a suggestion than a hard value.

Rank	Description
Novice	Just starting out, with very little life experience or ability.
Apprentice	Learning the trade, guided by more knowledgeable practitioners.
Experienced	Has some life experience under their belt, and is somewhat competent at what they do.
Journeyman	Can make a living at what they do, and can train others in how to do it. Has some standing in their community and their peers.
Seasoned	Has done this for years, and is a notable among his peers.
Veteran	Been there, done that, has been out there for years and is well known.
Elite	You are the best of the best. When they need someone who doesn't fail, they come to you.
Champion	Has reached a pinnacle that few have made. Teaches only those worthy of their attention and knowledge.
Legendary	Songs are sung about this person. When they appear, people stand in awe.

Boss	The top, the summit of all, the big kahuna. And, there is only one.
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Skills

Both NPCs and creatures will have some form of skill or ability to perform various tasks. They will have the following ranks:

Rank	Bonus
Unskilled	-4
Trainee	+2
Skilled	+4
Very Skilled	+6
Expert	+8
Master	+10
Legendary	+12

Not all RPGs use skills or skill rankings. For those, use the Bonus value as a guide as to how good the NPC is with that skill. The skills can be used as a descriptor or aspect used by the NPC.

The following is a list of sample skills used in this setting. This is not a comprehensive list, it's meant as an example of the kinds of skills used in this setting. As always, if your RPG rules do things differently, use this list as a guide when converting the NPCs and creatures.

Sample Skill list:

* Requires a specialization

Skill	Attribute	Description
Belief	Wisdom	Your faith in higher beings and creatures. May allow you to invoke their powers.
Burglary	Dexterity	The ability to open locks, find alarms and video cameras, and general breaking and entering
Climbing	Strength	You know how to scale walls, trees, cliffs.
Driving	Dexterity	You know how to drive various types of vehicles common to your culture.
Fighting	Dexterity	Hand-to-hand melee attacks.
First Aid	Intelligence	The art of healing wounds and treating injuries.
Gambling	Intelligence	The art and knowledge of games of chance and skill, for money.
Heavy Weapons	Smarts	The ability to use large weapons, such as cannons, catapults, ballistae, vehicle mounted weaponry, and the like.
Intimidation	Wisdom	Art of using your physical presence and force of will to make people do things that you want.
Knowledge*	Intelligence	A skill that grants the character access to a specific area of knowledge.
Mechanic*	Intelligence	Ability repair, build, or operate mechanical devices. Need to

		specify the type of device: Steam, Electric, Internal Combustion, or other forms.
Notice	Intelligence	Your general alertness and ability to find items or clues.
Research	Intelligence	Your ability to find information from libraries, computer files, online databases and searches, and experimentation. The latter requires a Knowledge skill in the required area of expertise.
Persuasion	Charisma	Using your personal magnetism to convince others to do what you want.
Piloting*	Dexterity	Your ability to fly planes, helicopters, jet packs, anti-grav vehicles, and other flying devices or vehicles. The specific type will be indicated.
Riding*	Dexterity	You can ride and control any beast that you are familiar with.
Sailing*	Dexterity	You know the ins and outs of sailing a cruise ship, sailboat, boat, canoe, rowboat, dinghy, or raft. The specific type will be specified.
Shooting	Dexterity	The ability to use ranged weapons other than thrown ones. Pistols, rifles, bows, crossbows, and other man portable handheld weapons.
Sleight of Hand	Dexterity	The ability to palm objects, pick pockets, and perform various forms of stage magic to confound those who are watching you.
Sneaking	Dexterity	The ability to hide and move quietly and make use of terrain to move under cover.
Survival	Intelligence	The ability to survive in the wild and hostile environments, knowing where to find water, food, and shelter.
Swimming	Dexterity	The ability to move through and under water. Does not include scuba diving.
Taunt	Wisdom	So, you think you know what this skill is? Ha! Go and play your video games, you silly gamer!
Throwing	Dexterity	This skill covers throwing anything you can hold in your hand. Spears, rocks, grenades, etc.
Tracking	Intelligence	You know how to track a person by the physical evidence they have left behind in the environment. This also the skill to use when you are tailing someone on foot.

Special Abilities or Bonuses

Some NPCs or creatures may have special abilities, features or bonuses that can alter their ability to perform certain tasks. They will either use the same skill ranking listed above for their special abilities, or they will get a flat bonus value.

For example, a ghost may have the special ability of Intangible, making it hard for it to interact with the living world, but not the spirit one.

Another example would be a person with Psionic powers. In that case each Psi power they had would ranked at its power ability.

Size

Creatures will be ranked by size. This implies either height, width, or length, whichever is the most obvious. If the RPG rules that you use do not use size as a modifier, you can ignore this ranking.

Size	Description
Tiny	Cat, pixie, small dog, rat, hamster
Small	Large dog, lynx, Keegak, Broupian, small humans, velociraptors
Average	Humans, elves, cougars, Orcs, T'ziel, Tehrmelern, dromaeosaurs
Large	Lions, tigers, bears, Blizniz, bulls, horses, ogres, Dimixi, duckbilled dinosaurs
Huge	Rhinos, elephants, tyrannotitans
Gigantic	Tyrannosaurus Rex, orcas, dragons, whales, kaiju

Gear

The following are rankings for gear that can affect play. For all other kinds of gear, please refer to your favorite RPG for more information. Some gear will give a skill bonus and that will be listed for the gear.

Body Armor

Body armor is typically worn in different locations and reduces damage taken. The ranking is how much the damage is reduced. If your RPG rules have different values for the same basic type, use those instead.

Type	Damage Reduction
Light	Drops damage by 1 level
Medium	Drops damage by 2 levels
Heavy	Drops damage by 3 levels

Weapons, Blunt, Bite, or Claws

All forms of weaponry, animal attacks, and improvised weapon attacks, are all rated using the following:

- Light: Attack has minimal chance of severe injury.
- Medium: Attack has an average chance of severe injury or death.
- Heavy: Attack has a very good chance of severe injury or death.
- Very Heavy: Attack has an almost certain chance of severe injury or death.

As always, if your RPG rules system differs, and has different values for similar creatures or weapons, use those values instead of the above.