

EZGame Rules

These rules are meant to provide two things: A frame of reference so that you the GM and you players have a guide to convert the NPCs and other items into your favorite RPG system. The other is to provide you with is a fast resolution matrix meant to solve a problem, not be a complete rule set. Feel free to use your favorite RPG system with this setting.

None of the listed modifiers are mandatory. Nothing in these quick rules are in stone. Just use what you will and keep the mechanics to a minimum to make a quick and decisive roleplaying experience.

Character Creation

Characters attributes are ranked as following:

Rank	Description	Bonus	Cost
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	+10
Great	Lift very heavy weights, very healthy, wise, amazing dexterity, beautiful, magnetic personality.	+4	+6
Good	Lift heavy weights, resist diseases, hard to fool, dexterous, pretty, charming personality.	+2	+2
Fair	Lift better than average weights, can resist some disease, harder to fool, better than average dexterity, comely in appearance, pleasant personality.	+1	+1
Average	Lift average weights, average disease resistance, average wisdom, dexterity, appearance, and personality.	0	0
Mediocre	Able to lift light weights, catches colds, can be fooled on occasion, not very dexterous, plain looking, plain personality.	-1	n/a
Poor	Weak, prone to sickness, not very wise, easily fooled, klutzy, ugly, lacking in charisma.	-2	n/a
Terrible	Barely capable of lifting things, sickly, incredibly foolish, dimwitted, fumbling, ghastly in appearance, absolutely no personality.	-4	n/a

Attributes can go higher than Superb, but that's for you as the GM to determine. The ranks below Average are for NPCs and creatures.

Player Characters start with 12 build points to buy Attributes. Spend the points to buy up or down the following attributes:

The 6 attributes are:

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

Hit Points and Wound Levels

Calculate the character's Hit Points: Hit Points = Strength Bonus + Constitution Bonus + 10 for humans. Other species may have a higher or lower modifier than +10.

Then fill in the following table to see when different wound levels are triggered:

Wound Level	Damage taken	Sample
Healthy	Under 25% HP	10-2
Minor Wound	50% HP	3-5
Serious Wound	75% HP	6-8
Critical Wound	Less than 100% HP	9
Dying	100%+ HP	0

Damage and Wounds

Characters that receive a Dying wound level have to make an immediate Constitution test to see if they stabilize. If they fail, they will die in 1d6+4 rounds unless treated by another character or NPC with medical skills or emergency first aid.

Wounds can be treated by any character with medical skills. Successfully treating a wound reduces its Wound Status by one level. If left untreated, injuries heal slowly. Once every two days, the character must make a successful Constitution test to reduce a wound level by one.

Note:

A Legendary Success for either medical help or normal healing reduces the wound level by two.
A Legendary Failure for either medical help or normal healing increases the wound level by one.

The difficulty to treat each wound level is as follows:

Wound Level	Difficulty
Healthy	+1
Minor Wound	0
Serious Wound	-1
Critical Wound	-2
Dying	-4

Skills

Next, the characters select the skills that they want for their characters. Skills are very general, such as “Combat” or “Interrogation.” Work with the GM to flesh out what skills are available for your character. Also, determine what Attribute goes with your skill.

Example: Joe wants his character to have the skill “Rifle”. He determines that Dexterity is the attribute to pair with it. The GM agrees.

Skills are rated as follows:

Rating	Bonus	Cost
Unskilled	-4	-
Trainee	+2	1
Skilled	+4	2
Very Skilled	+6	4
Expert	+8	8
Master	+10	16
Legendary	+12	32

Characters buy skills using build points. Player characters start with 8 build points + Intelligence bonus

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.

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.
Riding*	Dexterity	You can ride and control any beast that you are familiar with.
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 that 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.

Gear

Player Characters start with a specific amount of gear. You as the GM should work with them on what exactly they have. They can also has a “Standard Kit” which contains items that would be reasonable for them to have based their background and preparation for the adventure.

Body Armor

Type	Damage Reduction Rating
Light	-2
Medium	-4
Heavy	-8

Firearms

Type	Damage Rating
Light	1d6
Medium	1d10
Heavy	2d10

Weapon may have full auto capabilities. Roll 3 times to hit. Might have a bipod or a fixed mount option.

Bladed Weapons

Type	Damage Rating
Small	1d6 + Strength Bonus
Medium	1d8 + Strength Bonus
Long	1d10 + Strength Bonus

Blunt or Improvised Weapons

Type	Damage Rating
Light	1d4 + Strength Bonus
Medium	1d6 + Strength Bonus
Heavy	1d8 + Strength Bonus

Bite

Type	Damage Rating
Small	1d6 + Strength Bonus
Medium	1d8 + Strength Bonus
Large	1d10 + Strength Bonus

Claws

Type	Damage Rating
Small	1d4 + Strength Bonus
Medium	1d6 + Strength Bonus
Long	1d8 + Strength Bonus

For unarmed combat, the character does 1d4 points damage plus their Strength bonus. Humans Bite for 1d4.

Special Abilities

The player characters may have one or two special abilities that gives them a +2 to do certain things, or gives them permission to do certain actions. For example, a character may be Wealthy, and as such, he never worries about how much something costs and can make most purchases without worry.

Other example special abilities would include:

Parkour: The ability to rapidly move through an environment, such as an urban one, though a forest or a mountainous area would also apply, by negotiating obstacles by running, jumping, and climbing.

Improvised Weapon Combat: The ability to use anything as a weapon or shield when unarmed.

Underworld Contacts: The character either has contacts to the underworld, or is skilled in making said contacts. This is used primarily for information gathering, though asking for a *favor* is not out of the question.

Experience

For good roleplay and novel solutions to the situation the characters were in, award 4 experience points to each character. Otherwise award 2 experience point to each character. Experience points can be spent to improve skills or attributes at the listed cost for the next level increase. You can only increase a skill one level per game session. Buying a new skill costs 2 experience points.

Doing Things

The Quick Rules have an easy to use resolution system for everything the characters can do in your game.

Step One:

For static difficulties, characters roll versus a static value.

Difficulty	Ranks
Simple	4
Easy	5
Average	6
Respectable	7
Hard	8
Difficult	9
Challenging	10
Formidable	14
Ludicrous	17
Impossible	25

If they are going against an NPC or some sort of creature, then this is an opposed roll. As the GM, you would roll for the NPC or critter and the player would have to tie or beat your roll. Players always win ties when opposed. Always set the stakes for the roll. What is the desired outcome? What do you do if you fail? What does failing mean? All these questions need to be answered so everyone knows what to expect.

Step Two:

Determine what skill will be used to resolve the task. Add the skill's bonus to its Attribute's bonus. Then add modifiers if you need to. Modifiers are optional to benefit the GM or the Player. Modifiers are like a

Poker hand. You take a shot at success with the best situation you can come up with. The GM can assign situational modifiers based on previous actions and the overall situation in general.

Helping

Other characters can help. If they have an appropriate skill, they get to add half its bonus for the attempt. If they are unskilled, they can add +1 in general assistance.

Step Three:

Now chance rears its ugly head and gives a success or failure. The longest shots can succeed as the best bets can fail. It's all in the dice. Roll 1d10 plus your skill and attribute bonuses along with any modifiers.

Result

If you roll meets or beats the difficulty number, you've succeeded at your task. If you don't beat it, it doesn't mean that you didn't do what you wanted, it might mean that it took longer than you wanted or expected. Or you just failed.

If it's an opposed roll, if you tie or roll higher, you succeeded at overcoming them or defeating them. If you don't beat their roll, they get what they wanted.

Universal Modifiers

The following modifiers are options that you the GM and the players decide are pertinent to the situation.

Remember

These are general guidelines that you the GM can modify as you see fit.

Personal/Stress Modifiers

These modifiers are for personal difficulty. They can apply to most repair, fabrication, dexterity and agility feats.

Health

Fresh, Healthy	+1
Sick, Cold, Flu Etc.	-1
Tired	-1
Exhausted	-3
Stunned	-3

Wounded

Minor Wounds	-1
Serious Wounds	-2
Critical Wounds	-4

Ranged Combat Mods

These modifiers are for range attacks.

Target Size

Very Small	-4
Small	-2
Medium	+0
Large	+2
Gigantic	+3
Mega	+4

Speed

Still	+4
Very Slow	+3
Slow	+2
Medium	+0
Fast	-2
Lightning Fast	-4

Target Range

Point Blank (1m or less)	+2
Very Short (1m-6m)	+1
Medium (6m-30m)	+0
Long (30m-75m)	-2
Extreme (75+ meters)	-4

Vehicle Speed Modifiers

Fast Moving (Target Inside)	-4
Slow Moving (Target Inside)	-3
Fast Moving (Attacker Inside)	-4
Slow Moving (Attacker Outside)	-2

Weapon Scopes

Optical Scope	+4
Laser Sight	+6
Electronic Scope	+8

Weapon Modifiers

Full automatic fire	-4
Bipod or fixed mount	+2
Firing from a moving vehicle	-2

Building or Repairing things

The following modifiers are for when your players try to build something or fix something.

Fabrication

Lack of Tools	-1
Lack of Technology	-2
Lack of Materials	-2
Fabrication Under Stress	-2
Fabrication in Hostile Environment	-2
Old Parts, Unreliable	-2
Lack of Instruction	-2
Complete Tools	+2
Complete Information	+2
Prepackaged How to Kit	+4

Repair Modifiers

Familiar Design	+3
Semi-Familiar Design	+2
Unfamiliar Design	-1
Something Never Attempted	-2
Three Failures at an Attempt	-2
Six failures at an Attempt	-4
Semi Foreign Design	-2
Foreign Design	-3
Alien Design	-4
Archaic Design	-2
Piece of Junk	-3

Fast Kill

In fast action combat situations, the complete generation of protagonists is a waste of your time as the GM. Other than accuracy and agility, disposable NPCs should be generated in batches and kept on file.

The following allows the disposal of NPC characters and animals in a quick simple fashion. If you wish to add a little realism and uncertainty to the game, roll on the options table when a fast kill is attempted.

Roll 1d10 plus the character's skill and attribute bonuses, plus any modifiers that are appropriate to see what happens.

Note:

Make sure to match the weapon used to the target. It is damn hard to take out something the size of truck with a pocket slingshot.

Fast Kill Result

1d10	Result
0	
1	GRAZE: Victim is grazed.
2	GRAZE/STUN: Victim is grazed
3	MINOR WOUND: Victim is damaged and loses next action. Minor wound lightly stuns victim.
4	MINOR WOUND / STUN: Wound stuns victim for 1 round.
5	MINOR WOUND / HEAVY STUN: Wound stuns victim for 1d10 +1 rounds.
6	SERIOUS WOUND: Serious wound, NPC falls unconscious after his or her next action.
7	CRITICAL WOUND: Critical wound, NPC falls unconscious just after one more action, dies in 6d10 rounds.
8	CRITICAL WOUND: Critical wound, NPC falls unconscious immediately. Dies in 2d10 rounds without aid.
9	CRITICAL WOUND: Critical wound, NPC falls unconscious immediately. Dies in 1d10 rounds without aid.
10	DEATH: Victim falls unconscious, dies within 1d10 rounds even with aid.
11+	INSTANT DEATH: Victim dead before he hits the ground.

Fast Kill Options

As an option, you add a d10 roll to the weapons fire result to generate a random result to surprise the players. Use common sense when you use this option.

1d10	Result
0	
1	VICTIM SPUN: Victim is spun by shot. Must take d4 actions to recover.
2	ARMOR ABSORPTION: Victim's armor reduces first table roll by 2 on the initial 1d10 roll.
3	ARMOR ABSORPTION: Victim's armor reduces first table roll by 4 on the initial 1d10 roll.
4	FUMBLE: Victim fumbles next action.
5	KNOCKBACK: Victim is known 1d10 feet backwards by shot. Takes at least do actions to river. Knockbacks over 4 feet plant the user on his posterior.
6	PROJECTILE DEFLECTION: Obstruction or possession deflects the shot. Reduce the first result by 4. Knocks victim backwards 1d10 feet. Knockbacks over 4 feet plant the user on his posterior.
7	SHOCK: Fear and shock reduces the victim's accuracy by half on the next shot if the next action is weapons fire.
8	COMPLETE PROJECTILE DEFLECTION: Obstruction or possession deflects the shot totally. If a burst of shots is fired 1d100% are deflected. No action penalty to the NPC.
9	WEAPON JAM: The NPC'S weapon is empty or jams /malfunctions on the next or last action.
10	PLAYING POSSUM: If NPC is alive after and conscious after being hit, he will feign death, (play possum) until he or she has an advantage

Adapting the Book

This book was designed for simple d10 or d20 dice use to make choices a little more exciting and give the GM ideas.

These rules work on the simple probability of a 50-50 chance to win or lose. Everything else is an optional modifier.

GM Advice

Don't make your games impossible to win. Give your players the freedom to make choices that you did not plan for. A Great GM adapts to changes and situations and runs with them.

Tucholka's Rules

The GM's Purpose is to provide fun and high adventure for their players. Anything less is a disservice.

Players can argue, but the GM's Word is Law until the GM makes decisions not in the spirit of the game.

There is no such thing as a TPK or Total Party Kill. This is an excuse for a GM who can't use their imagination to give the players a fighting chance.