

# GEYSERCON RPG RULES

## Character Creation

Stats	
STR	Strength
QIK	Speed, Agility
BRN	Brains

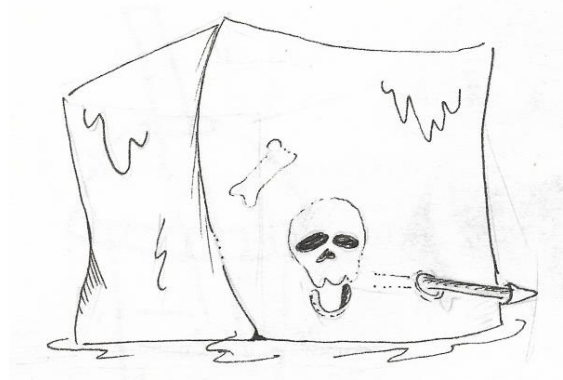
3d6 for each stat. No rerolls, no reordering.

Hit points: roll a D4

Armour class 10. You don't start with anything useful.

All rolls happen on the open table.

Keep a pile of character sheets handy so if characters die the player can jump back in.



No other stats – options like wrestling are just skill checks on the player.

## Armour

Type	AC
Unarmed	10
Padded	11
Leather	12
Studded Leather	13
Scale Mail	14
Chain Mail	15
Banded Mail	16
Half Plate	17
Full Plate	18
Shield	+1

## Weapons:

Type	Roll
Dagger, club, dart, sling, staff	1d4
Crossbow, flail, hand axe, javelin, longbow, mace, short bow, short sword	1d6
Long sword, spear, warhammer	1d8
Battleaxe, dagger (if backstabbing), polearm, two-handed sword	1d10

## Combat

Initiative : Each combatant rolls for initiative, or each side rolls D6. Highest goes first

To hit: Roll the victim's AC or higher

Damage: Based on the weapon. No strength bonuses

## Skills and stat checks

Roll a d20 and get equal or less than your stat to succeed

If the DM wants to apply a difficulty modifier, take -1 to -10 off the stat before you roll.

Try and use as many stat checks as possible to keep the action rolling; prefer stat checks to combat.

Try and make things as cinematic as possible. Bend the rules if this makes things cooler.

## Magic

There are no magic classes. Anyone can use magical items

Magic is wild - Using any magical item always has a cost. Magic is never safe to use.

You can choose to burn (decrease) your stats to increase the power of magic. Every stat you burn lets you add +1 to your roll. (for example, if you want to shoot fire from your hands, each D6 of damage may cost 1 skill point)

Magical places may add to some of your rolls.

## Experience

After your first fight, add 2 to your hit points

After your third fight, add D6 to your hit points

At the end of each gaming session (after the first one), add another D6.

After your first session, roll for stat increase: roll higher than your stat on a D20. If successful, and your stat is under 10, add +2 to stat. If successful and your stat is 10 or the end of each gaming session.

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## Bestiary

Monsters have #hits, #attacks per round and number of different attack types. Number of hits isn't hit points – think about how many attacks you'd like the players to make before the monster goes down.

For example:

Ogre: 5 hits, AC 12, 1 attack/ round, 2d4-2d10 damage depending on size of club

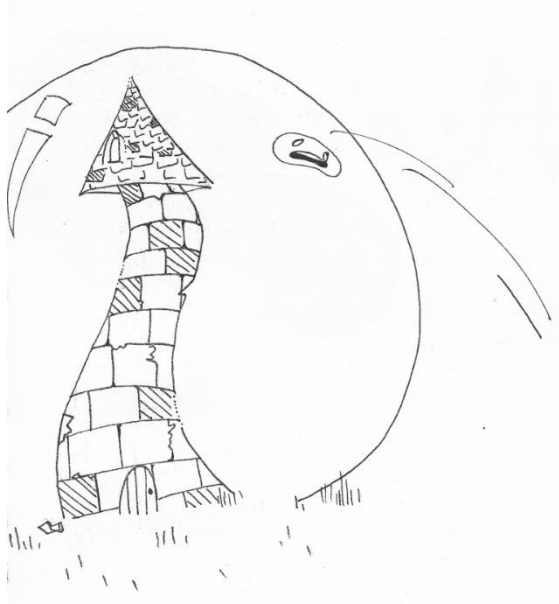
## Goals

Combat should be cinematic – look for lots of options for skill checks that take the focus away from 'I hit it with my axe' – without any kind of to hit and damage rolls.

Every situation should be setting up the next one (or making it more complicated)

Get the players to think about what's happening and what they can do to get an advantage, even if it's at the expense of other players.

That's it!



Rules by Lewis Morgan as dictated to Grant Stone.

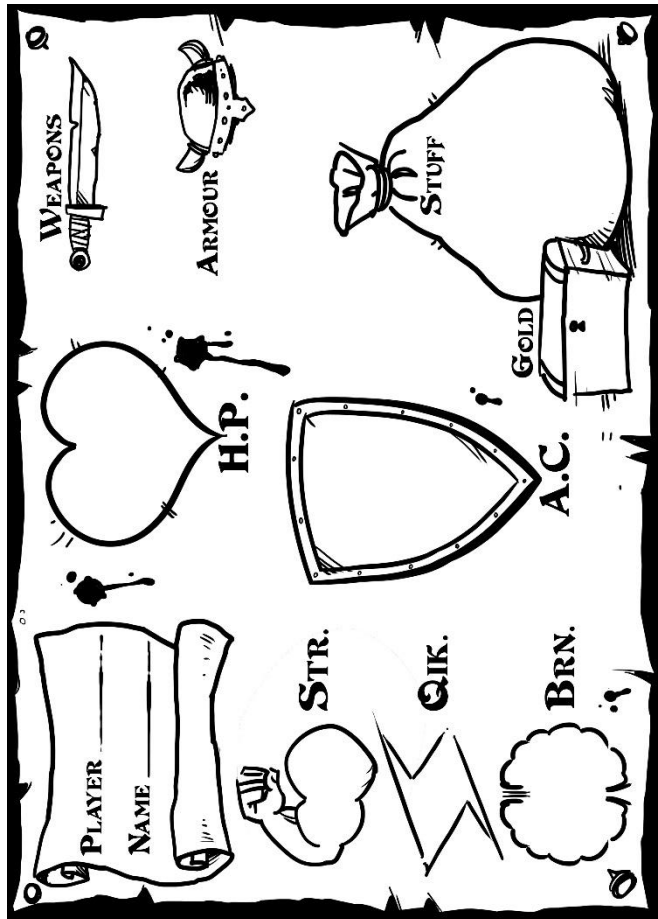
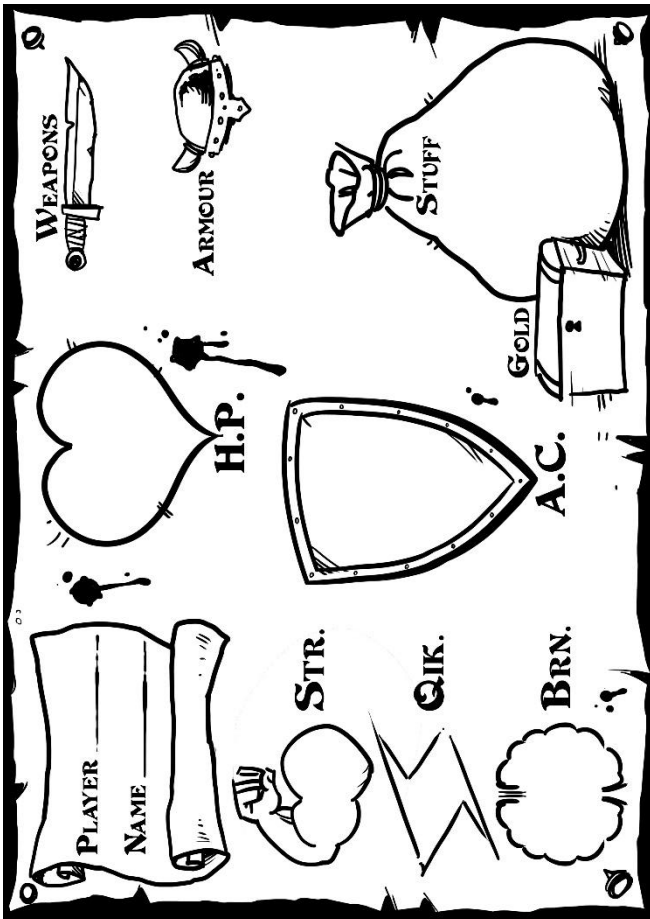
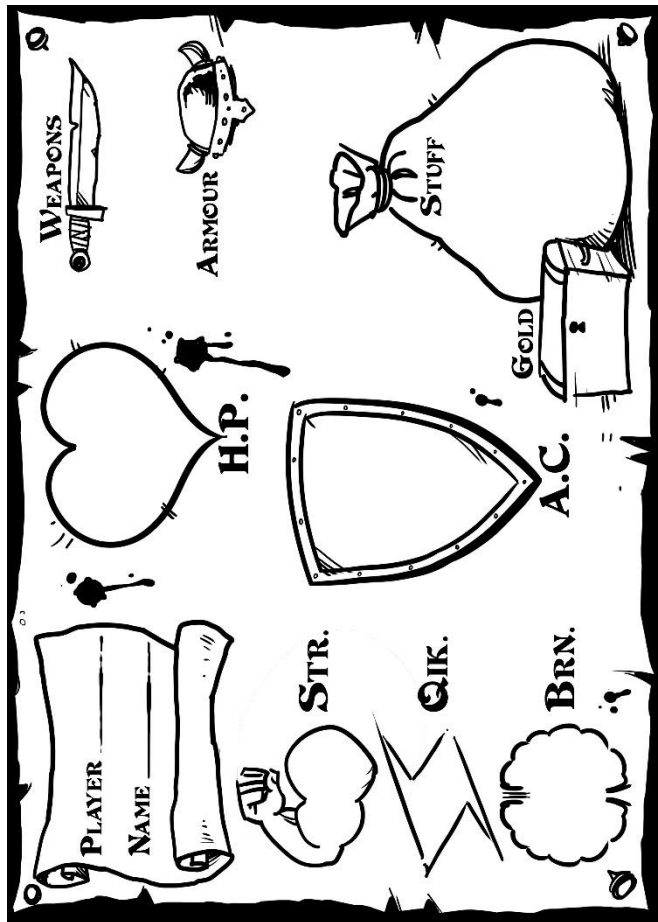
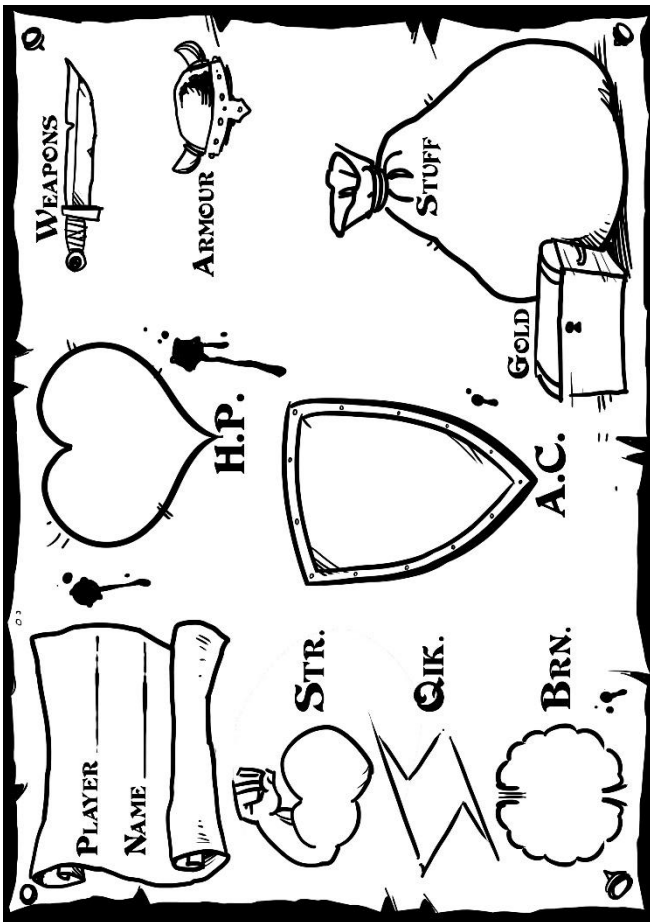
Character sheet by Romily Brown

Map by Lewis Morgan

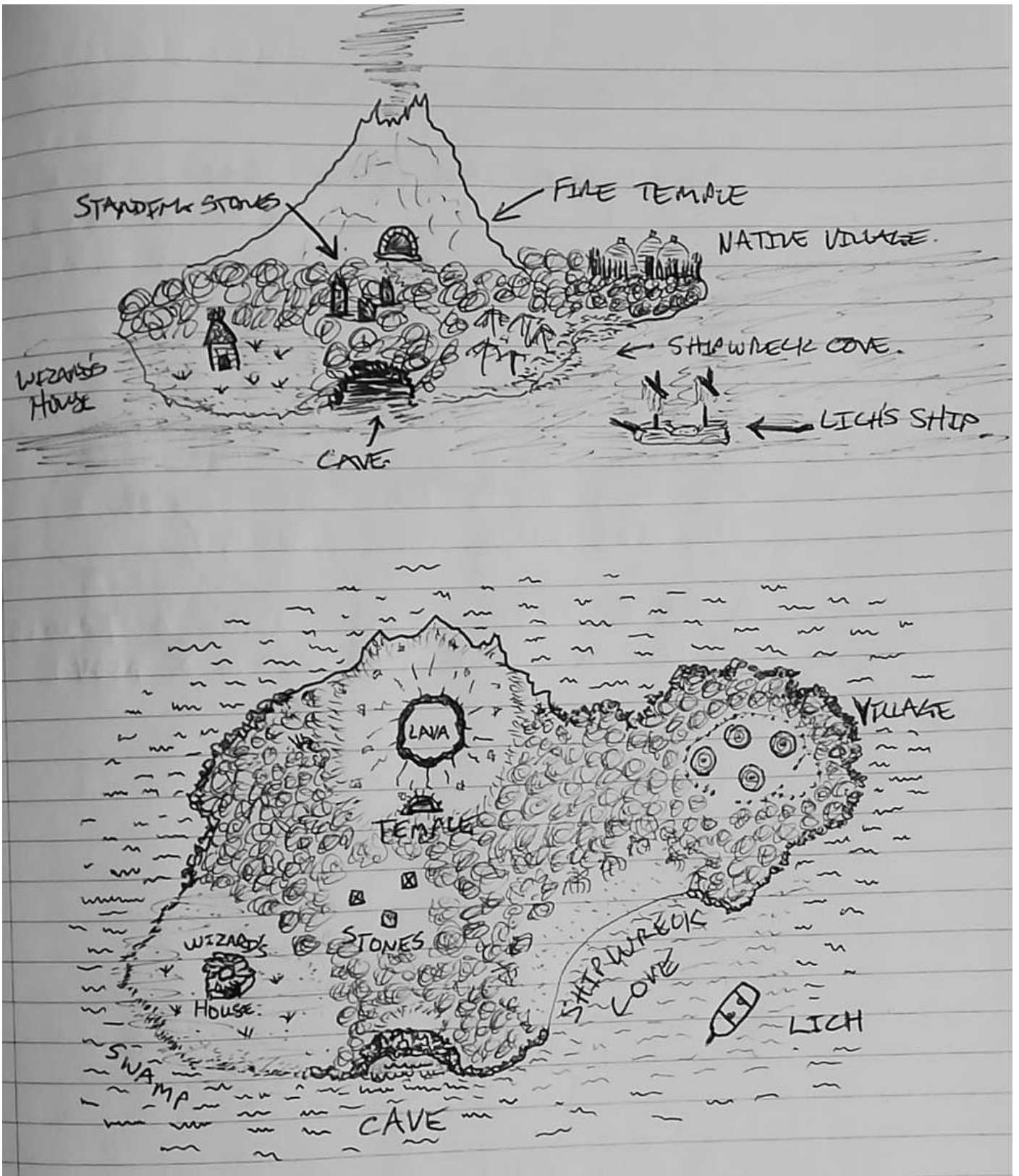
Illustrations by Abigail Stone

# CHARACTER SHEETS

Print out a whole bunch of these. You'll need 'em.



# MAP



The players start on the beach. They might be able to salvage useful things from the shipwreck.

Fill the rest of the island with monsters and danger.