FIGHTERS FELONS AND FANTASY

RC 12

INTRODUCTION

I made this game because I am approaching 40 and have way too many responsibilities to devote regular long evenings to role playing games. While I love the 5th Edition of *Dungeons and Dragons*, it takes too much prep time to actually play when you have a kid, a wife, a house, a dog, and two cats. You can't exactly play a pick-up game of D&D. I also want to lean into the narrative play style of *World of Dungeons, Dungeon World,* and *Freebooters on the Frontier*, while still having some of the trappings and crunch from 5e.

And of course, I need to roll a d20. Clacky-clacky math cubes and all.

In short, I stole every idea I loved from every fantasy RPG I have played in the last 15 years and smashed them together with reckless abandon. Nothing in this is original. It's hopefully all held together by enough grease, duct tape, and hazardous wiring to make it run. This hack will not cover everything and it should be edited, changed, chopped, or thrown into the sea. Make it your own.

Fighters Felons and Fantasy requires and assumes some knowledge of *Dungeon World* (especially *Moves*, and the *Gamemaster's Agenda* and *Principles*) and *Dungeons and Dragons*. Without it, you may not fully understand how this fits together.

Who are you?

In Fighters, Felons, and Fantasy, you are a hero. Your character has kicked off (or been kicked out of) the shackles of normal peasant life, and seek adventure wherever you can find it. You are a step above the average person and everyone knows it. People are going to look to you to solve problems. However, you will never reach the glorious godhood heights of 5e.

There is no setting, although in my mind, the world isn't so much dark as it is grubby. It's stagnant. Problems aren't getting solved, and rulers are more interested in self-enrichment than they are in helping. The kind of world looking for a plucky band of heroes to jump-start change.

The best you can hope for is making the world a bit better for everyone before you move on, grab some cash when no one is looking, and maybe just a little taste of revenge, if time permits. If you get really lucky, you might make a real mark, retire, and wind up ruling or founding some personal utopia.

BUILDING A CHARACTER

Here are the steps to building a character

1. Roll Ability Scores

Roll 4d6. Total the highest of the three dice. That is your Strength. Repeat the process for each of your other ability scores. Feel free to swap your scores. If the total of your rolls are less than 66, reroll your lowest total.

If you **don't want to roll**, assign 15, 14, 13, 12, 10, 8 to your six ability scores.

Strength: How hard you can hit, punch, shove. How many treasure chests (or cursed party members) you can drag from the Pits of Despair. Strength adds to your attack rolls with melee and thrown weapons. It also determines, in part, what armor you can wear.

Dexterity: Your ability to dance, catch, dodge, and do intricate work while splattered with blood. Adds to the attack rolls for ranged weapons.

Constitution: Your ability to swim for a long time (and not die), drink bad water (and not die), and take a knife under the ribs (and not die) after a poor choice of words. Your constitution score determines your hitpoints.

Intelligence: Book smarts. How fast you absorb and process information or at least pass a multiple-choice test covering it. Your magic skill and is based on your intelligence.

Wisdom: The ability to perceive traps and suss out lies. The ability to walk into a kitchen and just know what was made, even if they mostly cleaned up. Cleric skills are vested in wisdom.

Charisma: Your ability to interact with others and get what you want. To get a nice room when you only have a few iron coins to spare or convince some other idiot in the dungeon to walk in front for not enough pay.

Clerics primarily use **wisdom** and **strength**
Fighters primarily use **strength** or **dexterity**
Rogues primarily use **dexterity** and **Intelligence**
Wizards primarily **intelligence**

2. Choose a background

What did you do before you adventured, and why did you leave?

Roll 2d6 for a profession. Choose an ability score associated with the profession and increase it by two. Write down the name of your background, and how its associated with your ability score (e.g. "I had to be really strong to be a dockworker"). Be creative. You roll with **advantage** when you make checks that involve your background.

d66	1	2	3	4	5	6
1	Painter	Hermit	Accountant	Miner	Jeweler	Butcher
2	Urchin	Sage	Dockworker	Priest	Occultist	Miller
3	Criminal	Herder	Glassblower	Paige	Tailor	Furrier
4	Musician	Scullion	Bricklayer	Brewer	Barber	Scribe
5	Farmer	Soldier	Herbalist	Poisoner	Teamster	Bailiff
6	Noble	Sailor	Woodcutter	Gambler	Peddler	Mason

3. Calculate Modifiers

Use the chart below to calculate convert your raw score to modifiers.

Ability Score to modifiers			
3	-4	12-13	+1
4-5	-3	14-15	+2
6-7	-2	16-17	+3
8-9	-1	18-19	+4
10-11	+0	20	+5

4. Starting information

You are level one.
- Your character is able to use all weapons and light armor without penalty
- Your initial hit points are your Constitution score -4
- Your training bonus is +2

5. Choose a Class

Choose a class below, add the training bonus to your appropriate statistic, gain your main class ability, and **choose two additional traits** of the class.

Cleric: Gain **Lay on Hands**. Add your training bonus to your **wisdom** or **strength** rolls and choose two additional traits. Decide what god you serve, and why.

- **Lay on hands:** with a touch you can heal up to your wisdom score in hp once per day. For 15hp you can remove a disease, poison, or curse.
- **Second Skin:** Ignore disadvantage when using armor
- **Vampire Hunter:** double damage to undead
- **Bless:** with **holy water** you empower weapons to smite your god's enemies (generally undead, but could be fey, fiends, or all of the above). Roll with advantage when attacking for a short time.
- **Turn:** you can attempt to hold your god's enemies at bay with the power of your faith and a holy symbol.
- **Vision:** drink **holy water** to commune with your deity for divine guidance

Fighter: Gain **Weapon Master**. Add training bonus to your **strength** or **dexterity** rolls and choose two additional traits.

- **Weapon Master:** Choose the melee weapon that you have mastered, and choose a trait below that comes from that mastery. Every 20 kills you can choose another. Track your kills on the back of your sheet.
  - Add a tag. Add precise, thrown, piercing 1, forceful, or versatile to your weapon. This can be chosen multiple times.
  - Brutal. Add +1d4 damage (can be chosen again to do +1d6, etc.)
  - Special Maneuver. Work out a cool move with the GM
- **Second Skin:** Ignore disadvantage when using armor
- **Toughness:** + 6 to hit points
- **Toughness II:** an additional + 6 hit points
- **Vengeance:** Reroll damage dice once per attack
- **Shattered Shield:** Destroy your shield to block all incoming damage

Rogue: Gain **Schemer**. Add your training bonus to your **dexterity** or **intelligence** rolls and choose two additional

- **Schemer:** Gain Scoundrel dice up to your intelligence total (modifier + training bonus, min 1). Scoundrel dice are d6s that can be used to add or subtract to any roll targeting or rolled by the rogue that don't involve casting a spell. They recharge during a **meal**.
- **Backstab:** Attacking an unaware target grants double damage
- **Schemer II:** Gain +2 scoundrel dice.
- **Reflexive:** You always go first and can react when suddenly surprised
- **Tinker:** You can attempt to quickly disarm a trap or pick a lock
- **I know a guy:** In a city or town, you can find someone who could help.

Wizard: Gain **Spells**. Add your training bonus to your **intelligence** rolls

- **Spells:** know two magic spells (decide/roll what they are)
- **One with magic.** Roll d8s instead of d6s for magical damage.
- **Scholar:** With enough time and a big enough library, you can find the answer to almost any question
- **Blood Sacrifice:** Before you roll d20 involving magic, you can burn a point of constitution to roll with advantage.
- **Counterspell:** You can attempt to disrupt a magical effect (such as a spell) without any special equipment.
- **I meant to do that:** Once per day, when casting a spell, you can turn a partial success into a full success

Custom: (Advanced) choose a stat to add your training bonus to, then choose 3 traits from other classes.

6. Armor, Weapons, and Gear

You start with

- 140 gold
- A Basic pack, common clothes, 10 torches, and 10 rations
- A debt of 1d6x100 gold. Who do you owe it to?

7. Spin a story

You know what your character was like when you were born (your ability scores), what they did when you grew up (your background), and what they eventually decided to do (your class). What story does that tell?

ADDITIONAL LEVELS

Each time you level up, you gain a trait from any class. You can also increase an ability score by 1.

Level	XP	Training Bonus	Traits
1	0	+2	3
2	500	+2	4
3	1,000	+2	5
4	2,500	+3	6
5	5,000	+3	7
6	10,000	+3	8
7	15,000	+4	9
8	20,000	+4	10
9	25,000	+4	11
10	30,000	+5	12
11	35,000	+5	13

You get 1 xp for each gold piece looted/earned. Defeating monsters can gain you 25 xp for something easy or 1,000xp for something really difficult.

Additional Traits (advanced)

Below are additional traits available for selection.

- **Barbarian:** When you are not wearing armor, you can burn wisdom as hit points.
- **Ability score increase:** Gain +2 to an ability score, or +1 to two ability scores
- **Advanced Training:** Add a training bonus to an ability score that isn't trained

Gear

Tags

Ranged: Target must be within sight
Forceful: Can knock back a target or even knock them prone
Light: Can be wielded in an offhand as a secondary weapon, allowing you to reroll damage once per attack
Pierce 1: Subtract 1 from the enemy's armor when you roll damage
Precise: Can use dexterity instead of strength for attacks
Reach: Can attack up to 10ft away
Reload: Item takes time to reload
Thrown: Can be thrown for an attack
Two-Handed: Used with two hands.
Versatile: When used with two hands, increase the dice size by 1 step (to a maximum of d12)

Weapons

Melee Weapons:

Dmg	Cost	Tags	Examples
d4	2g	Light, Precise, thrown	dagger, throwing knife,
d6	2g	Light, Thrown	hatchet, javelin, light hammer
d6	10g	Light, Precise	Shortsword, scimitar
d8	25g	Versatile	Axe, sword
d8	25g	Forceful	Flail, Warhammer
d12	50g	Two-handed	Great axe, great sword

Ranged weapons:

Dmg	Cost	Tags	Examples
d4	2g	Ranged	sling
d6	10g	Two-handed, Ranged	Shortbow
d8	50g	Two-handed, Ranged	Longbow, Crossbow
d8	75g	Two-handed, ranged, reload pierce 1	Heavy Crossbow

Armor

Armor reduces incoming damage. If a guard hits you for 3 damage, and you are wearing light armor (1 armor) you would only take 2 damage. Medium and Heavy armor require training to use. If you wear armor you are not trained in *all* rolls are at disadvantage.

Light (25g): 1 Armor, Leather, hides, etc.
Medium (75g): 2 Armor, Requires Strength of 13. Chain, Breastplate, etc.
Heavy (1,500g): 3 Armor, Requires strength of 15. Splint, Plate, etc.
**Shield** (10gp): +1 Armor

Other Stuff

Consumables (1g each): *Generally used and forgotten*. Arrows, Ball bearings, Bandages, Bolts, Caltrops, Iron Spikes (10), Parchment (10), Torches (4), Rope 50ft, Travel Rations (4 uses), Wineskin.

Tools (5g each): *Can be used multiple times, if you are lucky*. Animal Trap, Collapsible Pole, Crowbar, Fishing Pole, Grappling Hook, Herbalism kit, Lockpicks, Leatherworker's tools, Pickaxe, Shovel, Writing Kit,

Alchemist/Ritual Components: (25g each): *Probably helpful for magic, divine or arcane*. Acid (vial, one use), Alchemist's fire (pint, one use), Book on a specific subject, Blood, (vial, one use), Pouch of Bone Dust, Healing potion, Holy symbol, Holy Water (vial, one use), Hour Glass, Incense.

Basic Pack (5gp): A backpack containing everything you need to cook food, start a fire, maintain your weapons and armor, and get a good night's sleep in the wilderness (i.e., bedroll, tent, mess kit, canteen, tinder box, whetstone, etc.).

Room and Board: 1gp a day. **Getting drunk**: 1gp. **Retirement:** 10,000gp.
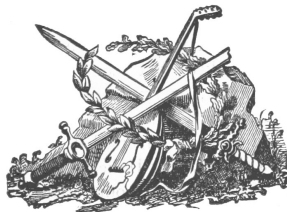
RULES

When you attempt something risky, roll a d20 and add your attribute total (modifier plus your training bonus, if trained), based on the action you're taking.

A **total of 9 or less is a miss**; things don't go well and the risk turns out badly.
A total of 10-19 is a partial success; you do it, but there's some cost, compromise, retribution, harm, etc.
A total of 20 or more is a full success; you do it without complications.

Rolling a 20 on a d20 is a critical success; you do it perfectly to some extra benefit or advantage, while **rolling a 1** on a d20 is always considered a failure.

When a you have **advantage** on a roll, you can roll two d20s and take the higher number. When you have **disadvantage**, you roll two d20s and take the lower number.

Rests

Meal. Heals a character for 1d6+level HP and one point of ability score damage. It takes an hour, requires a safe(ish) place, a basic pack, and consumes one ration per person.

Good night's rest. Restores all HP, 1d6+level ability score. Requires 8 hours of rest, a safe place, a fire or heat source, a basic pack, and consumes one ration. You can only have one good night's rest every 24 hours.

Ability Damage

As they adventure, characters can take ability damage. Disease, muscle strain, fatigue, and stress can add up and damage a character's ability scores. 1 point ability score damage is minor, 1d4 is significant, 1d6 is serious, and 1d8 is major.

A second chance. For any result besides a natural 1, a character can choose to push themselves beyond their normal limit and burn their relevant ability score to reroll a d20 (the GM will tell how big the potential burn). If you rolled a natural 1, you have no recourse.

Reaching o Hit points

When someone rolls you over, roll a d20 add your CON modifier. If you miss, you are likely dead. If you partially succeed, you are still alive, although there are consequences (talk to your GM). If you have a full success you wake up with 1 hp.

Training Bonus

Your training bonus represents your training in a particular area. Any time a character uses or references on an ability in which they have been trained, they are add their bonus. For example, with a Rogue's schemer ability, they gain scoundrel dice up to their intelligence modifier. If they are trained in intelligence, they would add their training bonus to the base modifier, gaining additional dice.

Magic

Magic is random, personal, and **dangerous**. Descriptions of spells (e.g. in the tome of forgotten lore, copies of the *Player's Handbook* or other such outlawed material) are under optimal conditions with a perfect copy of the spell. It's anyone's guess what happens when you cast a half-remembered spell while watching the thing you thought was just a quiet pile of bleach-white bones stab your friend.

Characters learn spells by finding them while adventuring or taking traits from the Wizard class. Players only know the name of the spell. Its effects should be determined through play.

Casting Spells

A character's spell casting ability is intelligence. A character can cast a spell at any time for any reason. There are no spell slots. To cast a spell, you need to say what you want the spell to do based on the name of the spell. The DM chooses the modifier to the roll based on the player's description of the effect. For example, if a character casts a spell with the intent to do 4d6 damage, (a major effect), they would add their intelligence modifier (and training bonus if trained), and then subtract 3 from their roll.

Roll Mod.	Effect	Range	Duration	Targets
+5	Cantrip (0)	Close	Instant	Self / 1
+3	Easy (+1/1d6)	Near	Seconds	Self / 1
+0	Normal (+2/2d6)	Near	1 min.	1
-3	Major (+3/4d6)	Far	10 min.	2
-5	Spectacular (+4/6d6)	Far	1d4 hours	3
-8	Historic (+5/8d6)	Far	1d6 days	4

Spells can do other things besides damage, example of such effects below. If a spell is particularly suited to damaging a creature (e.g., a fire spell on a monster made of snow) add an additional d6 damage.

Effect	Other Effect Examples
Cantrip	Warm a beverage, fix a cloth, light a room, be loud
Easy	Charm, frighten, add disadvantage/advantage to a roll,
Normal	Blindness, deafness, sleep
Major	Open a lock, Invisibility
Spectacular	Polymorph
Historic	Make a magical weapon, ????

Determining spell effects

The title of the spell should inform some aspect of what the spell does. For example, *fireball* should include a *ball* of *fire*. Whether it is hurled at enemies, attached to the end of a weapon, used to start a lamp, or is its own sentient self, named Arthur, is up to the caster.

Initial successes or failures should establish what the spell does. For example, a character casts *Loam Cube* for in an attempt to turn a stone creature in to dirt (and do 4d6 damage) for the first time, and the caster fails the roll. Future castings of *Loam cube* in the hands of that caster can't turn stone creatures to dirt.

It's possible that different characters are able to use the same spell in different ways.

Magical Mistakes, Partial Successes, and Failures

Every apprentice knows that if they travel down the road of wizardry long enough, mistakes will happen. Best not to think about it.

On a **partial success**, when casting a spell, the player chooses 1-6 or rolls a d8 on the table below.

d8	... the spell goes off but...
1	you also hit an ally (or yourself) for 1d6 damage
2	You take 1d4 intelligence burn
3	You garner unwelcome attention (the gm will tell you how)
4	You forget the spell until you memorize it again
5	Cannot cast spells for 1d10 minutes
6	The GM gets to choose
7	Something about the world changes. Probably you. Save. Partial success is 1d6 hours. Failure, permanent.
8	... nothing happens...

On a **failure**, Anything goes. Magic can **backfire**, **cause corruption**, and **tear holes in the fabric of reality** at the most inopportuine time and location. The cost of failure should match the power put into the spell.

GM Advice

Various notes/advice on conversions.

Bestiaries

Monsters can be used from *Dungeon World* or its various supplements. OSR monsters can be used, but you will have to convert the AC to armor and damage.

Weapons & Damage
Use the tables below to convert damage of your creatures

Dmg	Examples
1d4	Improvised: dagger, sling, club
1d6	Easy to use and throw: Shortswords, scimitars, staff, spear, Shortbow, Hand axes, Javelins
1d8	Martial: Axe, Longsword, Longbow, Light Crossbow, etc
1d12	Two Handed. Great Axes, Great Swords, Polearms

Size		Other	
Dmg	Description	Dmg	Description
-2	Smaller than a cat	+2	has unrelenting strength
+0	About Human sized	+2	Favor of the gods
+1	As big as a cart	+2	Arms are vicious and obvious
+2	Much larger than a cart		

Known for skill in offense: roll damage twice and take better roll
Known for deft strikes: +1 Piercing
Its armaments can slice or pierce metal: +1 piercing or +3 if it can just tear metal apart

Armor

Armor	Examples
0	Cloth or Flesh
1	Leathers or thick hide
2	Mail or scales
3	Plate or bone
4	Permanent magical protection
+1 (each)	For using a shield, a defensive posture, or skill in defense

Custom Melee Weapon:

You can look for, build, or find a custom weapon. First choose a damage dice, and from there assign tags to that dice. Cost is based on damage die.

Dmg	Tags	Notes/Requirements
d4	3	
d6	2	Not "Ranged"
d8	1	
d10	1	Not "Ranged", Requires "Two-handed"
d12	0	

Influences

This has been influenced by the creative genius of others and pulls a lot of ideas from a lot of places. These are great places to mine for spells, tips on playing RPGs, and other material. I highly recommend *Freebooters on the Frontier* and *Dungeon World* as starting places.

- **B/X 5e.** An article By Necropraxis that heavily influenced this game's creation.
- **Dungeon Craft.** This YouTube channel also heavily influenced this game (Episodes 13 and 37)
- **Dungeon Crawl Classics Role Playing Game.** By Joseph Goodman. Wild unpredictable magic.
- **Dungeons and Dragons 5e.** By Wizards of the Coast. Mostly for bounded accuracy and your basic standard fantasy setting.
- **Dungeon World.** By Sage LaTorra and Adam Koebel.
- **Freebooters on the Frontier.** By Jason Lutes. The amazing magic system and random spell names.
- **GLOG (various versions)** By Arnold K, Skerples, etc. mostly the philosophy behind these games, although I am tempted by the magic system.
- **World of Dungeons.** By John Harper. Serves as a base for this game.

End Notes

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