

One page Rpg Fantasy edition © Ross Wilkin, 2006 - Powered by BLYSS.

Ruming the Game: As the one in charge, it is your responsibility to create the story and provide the other players with enemies to fight, distrusting individuals to charm, and many other kinds of challenges to overcome. You also need to create enemies. With the exception of Charm, skills aren't possessed by enemies, and they can be built with a different amount of Exp - anywhere from 100 (very easy) to 400 (challenging for the whole group) upwards.

Trackers: Use the **Combat Tracker** to view and compare vital info at a glance. Note down all the characters and their opponents. When you and they roll to see which characters/enemies act first, note

Rank	Dice Rolled	Attribute Exp	Skill Exp
1	d4	8	4
2	de	16	8
3	d8	24	12
4	d10	40	20
5	d12	64	32
6	d12 + d4	96	48
F	d12 + d6	136	68
8	d12 + d8	184	92
9	d12 + d10	240	120
10	d12 + d12	384	152

a "1" in the Order column next to the first to act, a "2" next to the 2nd, and so on. There's also a space for their current Health, a space for the rank bonus granted by Blue Magick or penalty inflicted by Red Magick, and a column entitled "Magick?" which you can cross whenever a character runs out of magick. Use the **Enemy Tracker** to keep more specific notes on up to 4 of the character's enemies at once.

Health: All characters (and enemies) default to 12 Health. When building enemies you can roughly swap out 1 Health for 1 rank in an Attribute. Optionally, you may allow characters (and enemies) to purchase additional Health ranks at a rate of 30 Exp per Health point.

SLEEP: When a character goes to sleep and gets a full 8 hours rest they heal 3 Health if comfortable (in an inn) or 1 if not (in a dungeon or in the wilds). They also regain access to lost Magick.

 $E \times Periewce$: At the end of each gaming session (at least 4 hours) or at the end of each section of plot in your story, award the players experience. Give them 5 Exp, and give 2 bonus Exp to players who played their characters really well, and a further 1 bonus Exp to any player who can satisfactorily explain something their character learned over the last session/adventure. Experience can be spent immediately or saved. You may choose to require characters to undergo appropriate training to spend experience on a particular Attribute or Skill.

ample Adventure: The characters hire on to escort a merchant caravan. Bandits attack in the night, killing sentries (managing to avoid any player characters on watch) and making off with several items of value ... and the caravan master's daughter! He offers the characters a great deal of money to rescue her from the clutches of the bandits.

The bandits are based in a network of caverns behind a waterfall an hour from the road. A Survival roll (beat 8, or at least get a max roll on a d6) allows characters to follow tracks and find it. There is always 1 sentry outside the waterfall. Inside is a network of 8 caverns. The bandit leader is keeping the girl prisoner at the far end, with 13 other bandits arranged between him and entrance. Clever characters will find a way to lure bandits out of the caves and even split them up to save them fighting overwhelming odds. They also need to make sure the girl is unharmed. The bandits have appropriate loot in their cavern network, including some superior weapons and a small heap of silver coins.

Bandit (10):	Melee 2, Ranged 2, Damage 2, Defense 2, Health 12; Weapon Armour: None	ns: Sword and Crossbow;	S
Elite (4):	Melee 3, Ranged 2, Damage 2, Defense 3, Health 12; Weapon Armour: Leather (+d4)	ns: Sword;	K
Leader:	Melee 4, Ranged 2, Damage 3, Defense 3, Health 12; Weapons: Sword; Armour: Leather (+d4)	Let the adventuring beain	A

