



ZODIAC



FANTASY



A 24 HOUR RPG



# INTRODUCTION

ZODIAC FANTASY RPG IS A SIMPLE ROLE-PLAYING GAME SET IN A MYTHICAL FANTASY WORLD DOMINATED BY THE TWELVE SIGNS OF THE ZODIAC. PLAYERS CREATE CHARACTERS THAT EXPLORE AND ADVENTURE IN THIS MAGICAL WORLD WHEREIN THE ASPECTS OF THE ZODIAC RULE AS GODS.

ZODIAC FANTASY RPG REQUIRES ONLY A TWELVE-SIDED DIE (HEREIN REFERRED TO AS A D12), SOMETHING TO WRITE WITH, AND SOMETHING TO WRITE ON IN ORDER TO PLAY.

# CHARACTER GENERATION

FIRST, ROLL A D12 FOR WHICH SIGN YOUR CHARACTER IS:

- 1 = ARIES
- 2 = TAURUS
- 3 = GEMINI
- 4 = CANCER
- 5 = LEO
- 6 = VIRGO
- 7 = LIBRA
- 8 = SCORPIO
- 9 = SAGITTARIUS
- 10 = CAPRICORN
- 11 = AQUARIUS
- 12 = PISCES

SECOND, ROLL A D12 FOR WHICH CASTE YOUR CHARACTER IS:

- 1 = AVATAR
- 2 = MYRMIDON
- 3 = TRICKSTER
- 4 = VIZIER
- 5 = AVATAR
- 6 = MYRMIDON
- 7 = TRICKSTER
- 8 = VIZIER
- 9 = AVATAR
- 10 = MYRMIDON
- 11 = TRICKSTER
- 12 = VIZIER

THIRD, A CHARACTER HAS 6 ATTRIBUTES: REFLEX, ASSAULT, PROTECT, ENDURE, DESTINY, FATE. ROLL A D12 FOR EACH ONE, DIVIDING THE RESULT IN HALF (ROUND UP) TO GET THE ATTRIBUTE'S VALUE.

## CHARACTER TRAITS

THE SIGN OF A CHARACTER DETERMINES WHAT GOD ASPECT THE CHARACTER SERVES AND WAS BORN UNDER. IT IS COMBINED WITH CASTE TO DETERMINE A CHARACTER'S SPECIAL ABILITY.

THE CASTE OF A CHARACTER DETERMINES HOW THEY ARE TRAINED TO TAP INTO THE POWER OF THEIR ZODIAC SIGN:

AVATARS ARE PRIESTS WHO CAN DIRECTLY CALL UPON THE DIVINE POWER OF THEIR GOD.

MYRMIDONS ARE WARRIORS TRAINED IN MARTIAL ARTS UNIQUE TO THEIR BIRTHRIGHT.

TRICKSTERS ARE THIEVES WITH THE ABILITY TO SHAPE-SHIFT INTO A PHYSICAL ASPECT OF THEIR SIGN.

VIZIERS ARE WIZARDS ABLE TO MANIPULATE THE MAGICAL FORCES OF THE ZODIAC.

THE ATTRIBUTES OF A CHARACTER DETERMINES HOW THEY INTERACT WITHIN THE GAME MECHANICS OF THE RPG:

REFLEX IS USED TO DETERMINE HOW QUICKLY A CHARACTER MOVES, INCLUDING INITIATIVE IN COMBAT AS WELL AS HOW FAR THE CHARACTER CAN MOVE IN A TURN.

ASSAULT IS USED TO DETERMINE IF A CHARACTER HITS THEIR TARGET, WHETHER IT BE IN COMBAT OR OTHERWISE.

PROTECT IS USED TO DETERMINE IF A CHARACTER AVOIDS A HIT IN COMBAT, OR OTHER SUCH DANGER.

ENDURE IS USED TO DETERMINE IF A CHARACTER SURVIVES DEADLY DAMAGE AND OTHER PHYSICAL AILMENTS.

DESTINY IS USED TO DETERMINE IF A CHARACTER CAN USE THEIR SPECIAL ABILITY, AS WELL AS THEIR OVERALL APTITUDE.

FATE IS USED TO DETERMINE THE CHARACTER'S RANDOM LUCK IN ANY GIVEN SITUATION.

## GAME BASICS

WHENEVER A CHARACTER ENGAGES IN ANY ACTION WITHIN THE RPG, IT IS FIRST DETERMINED WHICH OF THEIR ATTRIBUTES IS MOST APPROPRIATE FOR EFFECTING THE OUTCOME OF THE

ACTION. THEN, ROLL A D12 AND ADD THE ATTRIBUTE TO THE RESULT. IF THE ATTRIBUTE PLUS THE ROLL IS EQUAL TO OR GREATER THAN 12, THE CHARACTER SUCCEEDS. IF THE ATTRIBUTE PLUS THE ROLL IS LESS THAN 12, THE CHARACTER FAILS. A ROLL OF 12 IS AN AUTOMATIC SUCCESS; A ROLL OF 1 IS AUTOMATIC FAILURE. RULES WILL SOMETIMES DENOTE IF THERE IS A SPECIAL OUTCOME FROM ROLLING A 1 OR A 12 IN REGARDS TO PARTICULAR ACTIONS.

## COMBAT

AT THE START OF A COMBAT, IF A DISTANCE BETWEEN OPPONENTS HAS NOT YET BEEN DETERMINED, ROLL A D12. THE OPPOSITE SIDES WILL BE THAT MANY SPACES APART.

ONCE DISTANCE IS DETERMINED, EACH COMBATANT ROLLS A D12, ADDING THEIR REFLEX TO THE RESULT TO GET THEIR INITIATIVE FOR THE COMBAT ROUND. COMBATANTS THEN ACT IN ORDER OF HIGHEST TO LOWEST INITIATIVE. TIES ARE DETERMINED BY ALL THOSE TIED ROLLING A D12, THEN GOING IN ORDER FROM HIGHEST TO LOWEST ROLL THEREOF. A ROLL OF 12 FOR INITIATIVE MEANS THE CHARACTER GOES FIRST THAT ROUND, AND ALSO GETS ANOTHER ACTION AFTER EVERY OTHER COMBATANT HAS TAKEN THEIR ACTIONS THAT ROUND. A ROLL OF 1 FOR INITIATIVE MEANS THE CHARACTER MUST ROLL A D12 AND ADD THEIR FATE. IF LESS THAN 12, THE CHARACTER CANNOT ACT THAT ROUND. IF EQUAL OR GREATER THAN 12, THE CHARACTER ACTS LAST THAT ROUND.

WHEN IT IS A COMBATANTS TURN TO ACT, THEY MAY MOVE UP TO A NUMBER OF SPACES EQUAL TO THEIR REFLEX. THEY MAY ALSO CHOOSE TO ATTACK AN OPPONENT OR USE THEIR SPECIAL ABILITY (BUT NOT BOTH) AT ANY POINT DURING MOVEMENT:

TO USE A SPECIAL ABILITY, A COMBATANT ROLLS A D12 AND ADDS THEIR DESTINY. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THE ABILITY TAKES EFFECT. OTHERWISE, IT FAILS. IF A 12 IS ROLLED, IT TAKES EFFECT AND THE CHARACTER MAY ATTACK AN OPPONENT IN ADDITION TO USING THE ABILITY THIS TURN. IF A 1 IS ROLLED, THE CHARACTER MUST ROLL A D12 AND ADD THEIR FATE. IF THE RESULT IS LESS THAN TWELVE, THE CHARACTER MAY NOT ATTEMPT TO USE THE ABILITY AGAIN FOR D12 TURNS.

TO MAKE AN ATTACK, A COMBATANT CHOOSES ONE OPPONENT IN RANGE (RANGE IS ONE SPACE UNLESS OTHERWISE STATED), THEN ROLLS A D12, ADDING THEIR ASSAULT. IF THE

RESULT IS LESS THAN 12, THE ATTACK MISSES. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THE ATTACK HITS. A ROLL OF 12 MEANS THE TARGET CANNOT AVOID THE HIT (SKIP PROTECT ROLL AND MAKE ENDURE ROLL AGAINST DAMAGE INSTEAD). A ROLL OF 1 MEANS THE CHARACTER MUST ROLL A D12 AND ADD THEIR FATE. IF THE RESULT IS LESS THAN 12, THE CHARACTER MAY NOT ATTACK FOR D12 TURNS.

WHEN A COMBATANT IS HIT FROM AN ATTACK, THEY ROLL A D12 AND ADD THEIR PROTECT. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THE CHARACTER AVOIDS THE HIT. IF THE RESULT IS LESS THAN 12, THE CHARACTER RECEIVES DAMAGE. A ROLL OF 12 MEANS THE CHARACTER AVOIDS THE HIT AND MAY MAKE A FREE COUNTERATTACK AT THE COMBATANT WHO ATTACKED THEM. A ROLL OF 1 MEANS THE CHARACTER MUST ROLL A D12 AND ADD THEIR FATE. IF THE RESULT IS LESS THAN 12, THE CHARACTER RECEIVES DAMAGE IN A WEAK SPOT (SKIP ENDURE ROLL AND MAKE FATE ROLL AGAINST WOUND INSTEAD).

WHEN A COMBATANT RECEIVES DAMAGE, THEY ROLL A D12 AND ADD THEIR ENDURE. IF THE RESULT IS 12 OR GREATER, THE CHARACTER IGNORES THE DAMAGE. IF THE RESULT IS LESS THAN 12, THE CHARACTER IS WOUNDED.

WHEN A COMBATANT IS WOUNDED, THEY ROLL A D12 AND ADD THEIR FATE. IF THE RESULT IS GREATER THAN OR EQUAL TO 12, THE CHARACTER IS INCAPACITATED AND UNCONSCIOUS. IF THE RESULT IS LESS THAN 12, THE CHARACTER DIES.

ONCE ALL PARTICIPATING COMBATANTS HAVE TAKEN THEIR TURNS IN THE COMBAT ROUND, THAT ROUND ENDS AND A NEW ONE BEGINS. THIS CYCLE CONTINUES UNTIL COMBAT ENDS.

## NON-COMBAT

ALL OTHER SITUATIONS OTHER THAN COMBAT ARE DETERMINED AS PER THE GAME BASICS, WITH MOST ROLLS INVOLVING DESTINY (THE CHARACTER'S SKILL) OR FATE (THE CHARACTER'S LUCK). SHOULD A CHARACTER'S CAPABILITY OR FORTUNE FAIL THEM, THEY CAN USUALLY FALL BACK ON THEIR PHYSICAL ATTRIBUTES. OFTEN, TASKS WILL INVOLVE A VARIETY OF ATTRIBUTES BEING TESTED. ANY ROLL OF 12 OR 1 MAY OR MAY NOT DENOTE A SPECIAL OUTCOME, DEPENDING ENTIRELY ON THE RESPECTIVE SITUATION. PLAYERS MAY ALSO CREATIVELY APPLY THEIR CHARACTER'S SPECIAL ABILITIES TO ANY NON-COMBAT SCENARIO.

# SPECIAL ABILITIES

SPECIAL ABILITIES AVAILABLE TO CHARACTERS ARE DETERMINED ENTIRELY BY SIGN AND CASTE. EACH SPECIAL ABILITY WORKS BY ROLLING A D12 AND ADDING THE CHARACTER'S DESTINY. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THE SPECIAL ABILITY TAKES EFFECT. OTHERWISE, IT DOESN'T. EACH SPECIAL ABILITY DESCRIBES WHAT HAPPENS WHEN IT TAKES EFFECT.



## ARIES ABILITIES

ARIES AVATAR 'FLEECE' A GOLDEN FLEECE MANIFESTS AND WRAPS AROUND A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, ALL CHARACTERS MUST CLOSE DISTANCE WITH AND ATTACK THAT CHARACTER. AVATAR MAY USE ON SELF.

ARIES MYRMIDON 'CHARGE' WITH HORNED HELMET, MYRMIDON CHARGES INTO COMBAT. CHOOSE 1 CHARACTER WITHIN D12 SPACES AND MOVE THE MYRMIDON WITHIN 1 SPACE OF THEM. THE CHARACTER MUST ROLL A D12 AND ADD THEIR REFLEX. IF THE RESULT IS LESS THAN 12, THE CHARACTER IS HIT AS PER COMBAT.

ARIES TRICKSTER 'RAM' TRICKSTER CHANGES INTO A RAM. FOR D12 TURNS, THE CHARACTER IS +2 ASSAULT, +2 ENDURE, AND +2 REFLEX. CHARACTERS HIT BY RAM ARE MOVED BACK 1 SPACE. SHOULD THIS MOVE THEM INTO A SOLID OBJECT OR CHARACTER, BOTH ARE HIT AS PER COMBAT.

ARIES VIZIER 'BUTT' MYSTICAL RAM HORNS APPEAR AND BUTT INTO A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER IS HIT AS PER COMBAT AND IS MOVED BACK D12 SPACES. SHOULD THIS MOVE THEM INTO A SOLID OBJECT OR ANOTHER CHARACTER, BOTH ARE HIT AS PER COMBAT. IF THE HIT CAUSES A WOUND, THE CHARACTER DOES NOT ROLL WITH THEIR FATE. THEY ARE INCAPACITATED AS PER COMBAT.



## TAURUS ABILITIES

TAURUS AVATAR 'VIGOR' A CHARACTER IS FILLED WITH GREAT VIGOR. CHOOSE 1 CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, THE CHARACTER MAY REROLL ANY DIE ROLL OF THEIRS INVOLVING ENDURE. THEY MUST ACCEPT THE RESULT OF THE REROLL. AVATAR MAY USE ON SELF.

TAURUS MYRMIDON 'HORN' MYRMIDON BLOWS BULL HORN TO RALLY COMBATANTS. FOR D12 TURNS, MYRMIDON AND ANY CHARACTERS CHOSEN WITHIN D12 SPACES ARE +1 TO ALL ROLLS. THIS TURN AND NEXT TURN, THE MYRMIDON IS +2 TO ALL ROLLS.

TAURUS TRICKSTER 'BULL' TRICKSTER CHANGES INTO A BULL. FOR D12 TURNS, THE CHARACTER IS +3 ASSAULT AND +3 ENDURE. CHARACTERS HIT BY BULL ARE KNOCKED DOWN AND MUST SPEND HALF OF THEIR MAXIMUM MOVEMENT NEXT TIME THEY ACT IN ORDER TO STAND BACK UP SO AS TO MOVE OR ATTACK.

TAURUS VIZIER 'GORE' MYSTICAL HORNS APPEAR AND GORE A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER IS HIT AND WILL BE -2 PROTECT WHEN ROLLING TO AVOID DAMAGE FROM THE HIT.



## GEMINI ABILITIES

GEMINI AVATAR 'DOUBLE' AN EXACT TWIN OF A CHARACTER IS SUMMONED. CHOOSE 1 CHARACTER WITHIN D12 SPACES. A NEW CHARACTER WITH THE SAME TRAITS IS PLACED WITHIN ONE SPACE OF THE AVATAR AND WILL FIGHT IN COMBAT ON THE SAME SIDE AS THE CHARACTER FOR D12 TURNS BEFORE DISAPPEARING. AVATAR MAY USE ON SELF.

GEMINI MYRMIDON 'DUAL' MYRMIDON WIELDS TWO SWORDS AT ONCE. CHOOSE 1 CHARACTER WITHIN 1 SPACE TO ATTACK TWICE, OR 2 CHARACTERS WITHIN ONE SPACE TO ATTACK ONCE EACH.

GEMINI TRICKSTER 'TWINS' GEMINI TRANSFORMS INTO TWINS. FOR D12 TURNS, THE CHARACTER IS +1 TO ALL ATTRIBUTES. ONE ATTRIBUTE OF THE CHARACTER'S CHOICE WILL BE +2 INSTEAD OF +1.

GEMINI VIZIER 'NEMESIS' AN EVIL TWIN OF A CHARACTER IS SUMMONED. CHOOSE 1 CHARACTER WITHIN D12 SPACES. A NEW CHARACTER WITH THE SAME TRAITS IS PLACED WITHIN ONE SPACE OF THE VIZIER AND WILL FIGHT IN COMBAT AGAINST THE CHARACTER FOR D12 TURNS BEFORE DISAPPEARING.



## CANCER ABILITIES

CANCER AVATAR 'CLAW' A GIANT CLAW MANIFESTS ITSELF AND GRABS A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THAT CHARACTER IS HIT AS PER COMBAT. THEY WILL BE -1 PROTECT AND -1 ENDURE WHEN ROLLING TO AVOID DAMAGE OR BEING WOUNDED BY THIS HIT.

CANCER MYRMIDON 'ARMOR' MYRMIDON PLATED IN CRAB ARMOR. FOR D12 TURNS, THE CHARACTER MAY REROLL ANY DIE ROLL OF THEIRS INVOLVING PROTECT. THEY MUST ACCEPT THE RESULT OF THE REROLL.

CANCER TRICKSTER 'CRAB' TRICKSTER CHANGES INTO A GIANT CRAB. FOR D12 TURNS, THE CHARACTER IS +4 PROTECT AND +2 ENDURE. CHARACTERS HIT BY CRAB MUST ROLL A D12 AND ADD THEIR REFLEX. IF IT IS LESS THAN 12, THE CHARACTER FORFEITS THEIR NEXT ACTION.

CANCER VIZIER 'GRASP' HANDS OF THE VIZIER IMMOBILIZE BY TOUCH. CHOOSE 1 CHARACTER WITHIN 1 SPACE. FOR D12 TURNS, THAT CHARACTER CANNOT MOVE, ATTACK, OR USE A SPECIAL ABILITY NOT ALREADY IN EFFECT.



## LEO ABILITIES

LEO AVATAR 'MANE' A GLORIOUS MANE DEVELOPS AROUND A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, THE CHARACTER CANNOT BE ATTACKED. AVATAR MAY USE ON SELF.

LEO MYRMIDON 'FANG' MYRMIDON WIELDS A LARGE FANG AS A WEAPON. CHOOSE 1 CHARACTER WITHIN 1 SPACE. THE CHARACTER IS HIT AS PER COMBAT. WHEN THEY ROLL WITH THEIR PROTECT TO AVOID BEING HIT, THE MYRMIDON MAY MAKE THEM REROLL THE D12. THEY MUST ACCEPT THE RESULT OF THE REROLL.

LEO TRICKSTER 'LION' TRICKSTER CHANGES INTO A LION. FOR D12 TURNS, THE CHARACTER IS +4 ASSAULT AND +2 REFLEX. CHARACTERS HIT BY LION MUST ROLL A D12 AND ADD THEIR ENDURE. IF THE RESULT IS LESS THAN 12, THE CHARACTER WILL BE AT -1 TO ALL ROLLS FOR D12 TURNS.

LEO VIZIER 'ROAR' A FIERCE ROAR FRIGHTENS FOES. ANY CHARACTERS CHOSEN WITHIN D12 SPACES WILL BE AT -1 TO ALL ROLLS FOR D12 TURNS. FOR THIS TURN AND THE NEXT, THOSE CHARACTERS WILL BE AT -2 TO ALL ROLLS.



## VIRGO ABILITIES

VIRGO AVATAR 'CLEANSE' A CLEANSING LIGHT BATHES A CHARACTER WITH HEALING POWER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. IF THE CHARACTER IS INCAPACITATED, THEY ROLL A D12 AND ADD THEIR ENDURE. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THEY BECOME UNWOUNDED AND ACTIVE AGAIN. IF THE CHARACTER IS DEAD, THEY ROLL A D12 AND ADD THEIR FATE. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THEY COME BACK TO LIFE AND ARE NOW INCAPACITATED.

VIRGO MYRMIDON 'PURITY' MYRMIDON PURE IN SOUL AND FOCUS IN BATTLE. FOR D12 TURNS, THE CHARACTER MAY CHOOSE TO REROLL ANY DIE ROLL OF THEIRS. IF SO, THEY ROLL A D12 AND ADD THEIR DESTINY (THIS ROLL MAY NOT BE REROLLED). IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THE REROLL IS MADE. THE CHARACTER MUST ACCEPT THE RESULT OF THE REROLL.

VIRGO TRICKSTER 'VIRGIN' TRICKSTER TRANSFORMS INTO VIRGIN. FOR D12 TURNS, THE CHARACTER WILL BE +1 PROTECT, +1 ENDURE, +2 DESTINY, AND +2 FATE. THEY MAY ALSO REROLL ONE DIE ROLL OF THEIRS ONCE PER COMBAT ROUND. THEY MUST ACCEPT THE RESULT OF THE REROLL.

VIRGO VIZIER 'CHARM' A VISION OF BEAUTY CHARMS A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER ROLLS A D12 AND ADDS THEIR DESTINY. IF THE RESULT IS LESS THAN 12, THE VIZIER CONTROLS ALL THE CHARACTER'S ACTIONS AND MOVEMENT FOR D12 TURNS.



## LIBRA ABILITIES

LIBRA AVATAR 'BALANCE' THE LAWS OF BALANCE ENHANCE A CHARACTER'S FATE. CHOOSE ONE CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, THE CHARACTER MAY REROLL ANY DIE ROLL OF THEIRS INVOLVING FATE. THEY MUST ACCEPT THE RESULT OF THE REROLL. AVATAR MAY USE ON SELF.

LIBRA MYRMIDON 'EQUILIBRIUM' MYRMIDON HAS PERFECT BALANCE. FOR D12 TURNS, THE CHARACTER MAY CHOOSE TO REROLL ANY DIE ROLL OF THEIRS INVOLVING REFLEX. THEY MUST ACCEPT THE RESULT OF THE REROLL.

LIBRA TRICKSTER 'SCALES' TRICKSTER TRANSFORMS INTO SCALES OF BALANCE. FOR D12 TURNS, THE CHARACTER WILL BE +3 DESTINY AND +3 FATE. THEY MAY REROLL ONE DIE ROLL OF ANY OTHER CHARACTER ONCE PER COMBAT ROUND. THEY MUST ACCEPT THE RESULT OF THE REROLL.

LIBRA VIZIER 'JUSTICE' CHOOSE 1 CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, THE VIZIER MAY MAKE THAT CHARACTER REROLL ONE DIE ROLL ONCE PER COMBAT ROUND. THEY MUST ACCEPT THE RESULT OF THE REROLL.



## SCORPIO ABILITIES

SCORPIO AVATAR 'SWARM' A SWARM OF SCORPIONS ATTACK A CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER IS ATTACKED BY D12 SCORPIONS. EACH SCORPION ATTACKS ONCE BEFORE DISAPPEARING. SCORPIONS HAVE AN ASSAULT VALUE OF 1.

SCORPIO MYRMIDON 'STINGER' MYRMIDON WIELDS A DEADLY STINGER. CHOOSE 1 CHARACTER WITHIN 1 SPACE. THAT CHARACTER IS HIT AS PER COMBAT. IF THEY ROLL WITH THEIR ENDURE TO IGNORE DAMAGE FROM THE HIT, THE MYRMIDON MAY MAKE THEM REROLL. THEY MUST ACCEPT THE RESULT OF THE REROLL.

SCORPIO TRICKSTER 'SCORPION' TRICKSTER CHANGES INTO A GIANT SCORPION. FOR D12 TURNS, THE CHARACTER WILL BE +3 PROTECT AND +3 ENDURE. CHARACTERS HIT BY SCORPION WILL BE -2 FATE IF ROLLING FOR A WOUND INFLICTED BY THE HIT.

SCORPIO VIZIER 'VENOM' THE TOUCH OF THE VIZIER BECOMES VENOMOUS. CHOOSE 1 CHARACTER WITHIN 1 SPACE. THE CHARACTER MUST ROLL A D12 AND ADD THEIR ENDURE. IF THE RESULT IS LESS THAN 12, THEY ARE WOUNDED AS PER COMBAT AND WILL BE -1 FATE WHEN ROLLING FOR THE WOUND.



## SAGITTARIUS ABILITIES

SAGITTARIUS AVATAR 'TRUE STRIKE' A CHARACTER GAINS THE ABILITY OF GREAT SIGHT. CHOOSE 1 CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, THE CHARACTER MAY REROLL ANY DIE ROLL INVOLVING THEIR ASSAULT. THEY MUST ACCEPT THE RESULT OF THE REROLL. AVATAR MAY USE ON SELF.

SAGITTARIUS MYRMIDON 'ARCHERY' MYRMIDON IS SKILLED WITH BOW. FOR D12 TURNS, THE CHARACTER HAS A RANGE OF D12 FOR ANY ATTACK THEY MAKE. THE ROLL IS MADE PER ATTACK, BEFORE THE CHARACTER CHOOSES A CHARACTER TO ATTACK.

SAGITTARIUS TRICKSTER 'CENTAUR' TRICKSTER TRANSFORMS INTO A CENTAUR. FOR D12, THE CHARACTER WILL BE +3 REFLEX AND +3 ASSAULT. ROLL A D12. THE RESULT IS THE ATTACK RANGE OF THE TRICKSTER PER ATTACK WHILE IN EFFECT.

SAGITTARIUS VIZIER 'VOLLEY' A VOLLEY OF ARROWS ATTACKS CHARACTERS. CHOOSE D12 CHARACTERS WITHIN D12 SPACES. EACH IS ATTACKED BY AN ARROW WITH AN ASSAULT VALUE OF 2. THE ARROWS DISAPPEAR AFTER ATTACKING.



## CAPRICORN ABILITIES

CAPRICORN AVATAR 'HERD' A HERD OF GOATS IS SUMMONED. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER IS ATTACKED BY A NUMBER OF GOATS EQUAL TO D12 DIVIDED IN HALF (ROUND UP). EACH GOAT ATTACKS ONCE BEFORE DISAPPEARING. GOATS HAVE AN ASSAULT VALUE OF 2.

CAPRICORN MYRMIDON 'NIMBLE' MYRMIDON IS SWIFT IN MOVEMENT. FOR D12 TURNS, THE CHARACTER MAY MOVE D12 EXTRA SPACES WHEN MOVING. THE ROLL IS MADE PER MOVE.

CAPRICORN TRICKSTER 'GOAT' TRICKSTER CHANGES INTO A GOAT. FOR D12 TURNS, THE CHARACTER WILL BE +4 REFLEX AND +2 ASSAULT. ROLL A D12. THE RESULT IS THE AMOUNT OF EXTRA SPACES THE TRICKSTER MAY MOVE EACH TURN WHILE IN EFFECT.

CAPRICORN VIZIER 'LEAP' A CHARACTER TAKES A GIANT LEAP. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER IS MOVED D12 SPACES OF THE VIZIER'S CHOOSING. THEY MUST ROLL A D12 AND ADD THEIR REFLEX. IF THE RESULT IS LESS THAN 12, THEY ARE ATTACKED BY AN ASSAULT VALUE EQUAL TO THE AMOUNT OF SPACES MOVED. VIZIER MAY USE ON SELF, IN WHICH CASE THEY IGNORE ROLLING WITH THEIR REFLEX.



## AQUARIUS ABILITIES

AQUARIUS AVATAR 'OVERFLOW' AN ABUNDANCE OF WATER SWEEPS THE AREA. ALL CHARACTERS WITHIN D12 SPACES OF THE VIZIER MUST ROLL A D12 AND ADD THEIR REFLEX. IF THE RESULT IS LESS THAN 12, THEY ARE MOVED D12 SPACES AWAY FROM THE VIZIER.

AQUARIUS MYRMIDON 'URN' MYRMIDON WIELDS A HEAVY URN OF WATER. CHOOSE ANY CHARACTERS WITHIN 1 SPACE. EACH CHARACTER IS HIT AS PER COMBAT. THEY WILL BE -1 PROTECT AND -1 ENDURE WHEN ROLLING TO AVOID THE HIT OR IGNORE ITS DAMAGE.

AQUARIUS TRICKSTER 'BEARER' TRICKSTER TRANSFORMS INTO WATER BEARER. FOR D12 TURNS, THE CHARACTER IS +2 PROTECT AND +4 ENDURE. THEY MAY REROLL ONE DIE ROLL OF THEIRS INVOLVING PROTECT OR ENDURE ONCE PER COMBAT ROUND. THEY MUST ACCEPT THE RESULT OF THE REROLL.

AQUARIUS VIZIER 'AQUEDUCT' A STREAM OF WATER ENVELOPS CHARACTER. CHOOSE 1 CHARACTER WITHIN D12 SPACES. THE CHARACTER ROLLS A D12 AND ADDS THEIR ENDURE. IF THE RESULT IS LESS THAN 12, THEY ARE MOVED BACK D12 SPACES AND ARE ATTACKED WITH AN ASSAULT VALUE EQUAL TO THE NUMBER OF SPACES THEY WERE MOVED.



## PISCES ABILITIES

**PISCES AVATAR 'SCHOOL'** A SCHOOL OF FISH IS SUMMONED. CHOOSE ONE CHARACTER WITHIN D12 SPACES. THEY ARE ATTACKED BY D12 FISHES. ALL FISH ATTACK AT ONCE WITH AN ATTACK VALUE EQUAL TO THEIR NUMBER. THE FISH DISAPPEAR AFTER ATTACKING.

**PISCES MYRMIDON 'NET'** MYRMIDON CASTS A FISHING NET IN BATTLE. CHOOSE 1 CHARACTER WITHIN A NUMBER OF SPACES EQUAL TO D12 DIVIDED IN HALF (ROUND UP). THE CHARACTER AND ALL CHARACTERS WITHIN 1 SPACE OF THEM MUST EACH ROLL A D12 AND ADD THEIR ASSAULT. IF THE RESULT IS LESS THAN 12, THE CHARACTER WILL NOT BE ABLE TO ATTACK, MOVE, USE A SPECIAL ABILITY FOR D12 TURNS. EACH TURN THE CHARACTER MAY ATTEMPT TO END THIS EFFECT BY ROLLING A D12 AND ADDING THEIR ASSAULT. IF THE RESULT IS EQUAL TO OR GREATER THAN 12, THE EFFECT ENDS ON THEM.

**PISCES TRICKSTER 'FISH'** TRICKSTER CHANGES INTO A GIANT FISH. FOR D12 TURNS, THE CHARACTER IS +3 REFLEX AND +3 PROTECT. ROLL A D12. THAT VALUE IS ADDED TO THE CHARACTER'S INITIATIVE EACH TURN WHILE IN EFFECT.

**PISCES VIZIER 'FINS'** A CHARACTER GAINS PROTECTIVE FINS. CHOOSE 1 CHARACTER WITHIN D12 SPACES. FOR D12 TURNS, CHARACTER IS +1 REFLEX, +1 PROTECT, +1 ENDURE, AND MAY MOVE 1 EXTRA SPACE EACH MOVE. THEY MAY REROLL ANY DIE ROLL OF THEIRS INVOLVING REFLEX OR PROTECT ONCE PER COMBAT ROUND. THEY MUST ACCEPT THE RESULT OF THE REROLL. VIZIER MAY USE ON SELF.

# ROLEPLAYING

ZODIAC FANTASY RPG FOLLOWS THE STANDARD ROLEPLAYING PRACTICE OF A GAMEMASTER RUNNING ADVENTURES FOR A GROUP OF PLAYERS. THE GAMEMASTER SETS FORTH BOTH COMBAT AND NON-COMBAT SCENARIOS AS A SERIES OF CHALLENGES FOR THE PLAYERS AND THEIR CHARACTERS TO ENCOUNTER. ALL THE SCENARIOS THEN ADD UP TO ENTAIL AN ADVENTURE. CHARACTERS ADVANCE FROM SUCCESSFULLY COMPLETING ADVENTURES UNTIL THEY REACH THE POINT WHERE THEIR ASPECT GOD CALLS ON THEM TO SERVE IT PERSONALLY.

# ADVANCEMENT

EACH TIME A CHARACTER SUCCESSFULLY ENDS AN ADVENTURE, THEY RECEIVE A REWARD OF ADVANCEMENT POINTS. ROLL D12 AT THE END OF THE ADVENTURE. THAT IS HOW MANY ADVANCEMENT POINTS A CHARACTER IS REWARDED AND HAS ADDED TO THEIR ADVANCEMENT POINT TOTAL. A CHARACTER MAY CASH IN 12 ADVANCEMENT POINTS TO GET AN ADVANCE. AN ADVANCE MEANS +1 TO ANY ATTRIBUTE. IF A CHARACTER HAS USED 12 ADVANCES OR ANY OF THEIR ATTRIBUTES REACHES 12 DUE TO THE ADVANCE, THE CHARACTER IS CALLED UPON BY THEIR ASPECT GOD AND IS NO LONGER AVAILABLE TO THE PLAYER AS A CHARACTER.

# THE WORLD OF ZODIAC FANTASY

ZODIAC FANTASY RPG TAKES PLACE IN A MYTHICAL WORLD AKIN TO ANCIENT GREECE. ALL CONFLICT AND ACTIVITY IS DOMINATED BY THE WHIMS AND ASPIRATIONS OF THE ASPECT GODS, WHO CONSTANTLY BATTLE AMONG THEMSELVES FOR DOMINATION. CHARACTERS AND CREATURES FROM GREEK MYTHOLOGY INHABIT THE ZODIAC FANTASY WORLD, ONLY THE GODS OF OLYMPUS DO NOT EXIST, AND ARE INSTEAD REPLACED BY THE ASPECT GODS OF THE ZODIAC. BESIDES THAT, THE WORLD IS IDENTICAL TO THAT DEPICTED IN ANCIENT GREEK MYTHOLOGY.

CHARACTERS AND CREATURES ENCOUNTERED WILL BE ASSIGNED VARIOUS TRAITS AND ATTRIBUTES, AS WELL AS NEW SPECIAL ABILITIES. ITEMS EXIST IN THE WORLD THAT INCREASE

ATTRIBUTES AND SPECIAL ABILITIES, ENDOW NEW SPECIAL ABILITIES, AND FUNCTION AS SPECIAL WEAPONS IN COMBAT. ALL SORTS OF TRAPS AND MAGIC EXIST THROUGHOUT THE WORLD, AS WELL AS MUCH ADVENTURE AND DANGER.

## CREATURES

ASPECT GODS ARE RARELY ENCOUNTERED, BUT IF ONE IS HAPPENED UPON, IT HAS 12 FOR ALL ITS ATTRIBUTES. AN ASPECT GOD HAS THE SPECIAL ABILITY OF AUTOMATICALLY WINNING ANY COMBAT IF THEY ROLL A 12 AT ANY POINT DURING THE COMBAT.

PERSONAL SERVANTS OF AN ASPECT GOD HAVE AT LEAST ONE ATTRIBUTE THAT IS EQUAL TO 12. THE REST OF THEIR ATTRIBUTES VARY, BUT ARE RARELY LOW. THEY HAVE THE SPECIAL ABILITY TO CALL ON THEIR ASPECT GOD ONCE PER COMBAT. TO DO SO, THEY ROLL A D12. ON A 12, THE ASPECT GOD USES DIVINE INTERVENTION TO EMPOWER THE SERVANT TO WIN OR ESCAPE THE COMBAT.

MONSTERS TEND TO HAVE ATTRIBUTES IN THE MID TO HIGH RANGE, AS WELL AS AT LEAST ONE SPECIAL ABILITY.

ANIMALS TEND TO HAVE ATTRIBUTES IN THE LOW TO MID RANGE, AND RARELY HAVE SPECIAL ABILITIES.

NON-PLAYER CHARACTERS FOLLOW THE SAME GUIDELINES AS PLAYER CHARACTERS, BUT ARE RUN BY THE GAMEMASTER.

## ITEMS

ITEMS INCLUDE ANYTHING AND EVERYTHING THAT CAN BE USED BY A CHARACTER. ALL CHARACTERS ARE CONSIDERED TO HAVE THE BASIC ITEMS FOR THEM TO ENGAGE IN COMBAT, TO USE THEIR SPECIAL ABILITIES, AND TO ADVENTURE IN GENERAL. ANY OTHER ITEM IS SPECIAL AND ENDOWS A SPECIAL BONUS, WHETHER IT BE A BONUS TO ATTRIBUTES OR A BONUS SPECIAL ABILITY. A WEAPON MAY ONLY ADD BONUSES IN COMBAT, WHILE OTHER ITEMS MAY ONLY FUNCTION OUTSIDE OF COMBAT. SOME ITEMS MAY REQUIRE A ROLL TO BE MADE IN ORDER TO USE, OR SOME MAY BE AUTOMATIC. OTHERS MAY LAST A CERTAIN DURATION OR BE PERMANENT. EVERY ITEM SHOULD EFFECT GAMEPLAY IN A WAY UNIQUE TO IT AS DEFINED BY THE RULES.

# ADVENTURES

ADVENTURES MAY INCLUDE THE FOLLOWING:

- SENT ON A QUEST BY ASPECT GOD
- COMBAT WITH MONSTER OR ENEMY CHARACTERS
- ESCAPING OR SPOTTING A TRAP
- ENCOUNTERING THE EFFECTS OF A POWERFUL MAGIC
- DISCOVERY OF TREASURE AND MAGIC ITEMS.
- MEETING OF FRIENDLY NON-PLAYER CHARACTERS
- EXPLORING A DANGEROUS OR LOST AREA
- SOLVING A MYSTERY OR RIDDLE
- ANYTHING THE GAMEMASTER CAN THINK OF
- WHATEVER CHALLENGES THE PLAYER CHARACTERS

# BATTLE GAME

ZODIAC FANTASY CAN BE PLAYED PURELY AS A BATTLE GAME INSTEAD OF AN RPG. CHARACTERS CAN BE RANDOMLY GENERATED TO DO BATTLE WITH EACH OTHER ONE ON ONE OR IN GROUPS. IT CAN BE PLAYED THIS WAY ALONE OR WITH OTHERS.

THE RPG MAY ALSO BE PLAYED SOLO WITH THE PLAYER ACTING AS GAMEMASTER PUTTING FORTH THEIR OWN ADVENTURES TO CHALLENGE AND ADVANCE THEIR CHARACTERS WITH.

# CREDITS

ZODIAC FANTASY 24 HOUR RPG WAS CREATED AND DEVELOPED BY ERRIN FAMIGLIA BETWEEN 10PM DECEMBER 7TH 2005 AND 10PM DECEMBER 8TH 2005.

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