

DRUNK 'N DRAGONS



A Dungeons and Dragons inspired ridiculous RPG concept
for your drunk colleagues /friends/kids or family.

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Tallinn 2021

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0. INTRODUCTION

I am a gamer and DM and have been it for years - I assume the same might be true for you. Now and then, when I mention Dungeons and Dragons, I see eyes spark up – people are curious, and they want to try this odd thing. So, did I, when I was a teenager, but back then I also had time to waste 2 weeks of my life to create a character sheet for AD&D. Nowadays it is faster, but maybe it is wise to first just try something vaguely similar eh? Also, why not first loosen up with a keg of beer, ale, wine, or vodka? Oh, but then you have to do math... that is a problem.

So, I made this awfully complex and stupid thing here to use it with my colleagues at a summer getaway. The aim of it is to provide the feeling of the game with not too much effort on the player's side. They could even be drunk. As long as they have seen Lord of The Rings (or in case you do it in a SF setting, some other movie) and some series or anime, they should be more less fine.

These rules can be used for one shot in any setting or world (hopefully) and will give some idea of the game dynamics, while introducing some rules that are only in this game.

As a Player, you should be in safe hands. Just take your character, fill in some stuff and have fun.

DEAR DUNGEON/GAME MASTER ...

I'm sorry. You will recognize some game concepts here that I just butchered, and nothing is in balance.

However, keep in mind that this is just for a one-shot game – having a campaign in this system would be messy as hell.

Don't take things too seriously. The aim is to have fun. Make silly names for NPC's, include pop culture and movie references, take the characters from Pulp Fiction. Go with the silliness of the players. You want to play a bouncy boobed waifu? Well, why the hell not.

The only thing you have to do is keep the reality of the world more less in balance and have fun...

Also, as you notice soon, there are no spells, feats etc in this game. While a few perks are described, most of it is left to the imagination of the players. It is the job of GM to make sure all these attempts get recognized but don't break the game balance too much in the process.

SO... LET'S BEGIN...

1. YOU ARE AN EPIC ADVENTURER (FOR THE PLAYERS)

1.1. HOW TO PLAY

You need players (that is you), character sheets, dice, pencils and GM (Game Master) who should have a bit experience in that area. Every player has a character while the game master will describe the world and play all the NPC's. Player states what the character tries to do, game master says what to roll and then describes what happens.

That's it! Now ask your GM for a character sheet and have fun. He has to know stuff, not you.

Oh... you have played before? Or you just want to be more prepared? In that case I would need to explain some things in a bit more detail.

WHO AM I?

Well, you start the game from a blank page – with no proper memories of your past. All you know is more less what you should be able to do (defined by type of character) – call that muscle memory. During the game, next to the main stuff, you might also sculp out some of your past. But you might also not. The tale will still be epic.

EPIC SHIT

This is the main thing that you will roll – it covers anything that could go under the type (it is trained / gained over time). Use logic here. If it is not something that would really relate to type, the GM can ask you to use Mind or Body bonus for a check. If you disagree and still want to use Epic Shit roll, you can do a flashback scene.

- **FLASHBACK:** the player describes a scene from his/her past where he learned the skill he wants to use now. It should be very detailed. For that scene, the rest of the game is on pause – it is like you suddenly remember something from your past that is now helpful.

On a natural 20 you are super epic (while attacking, this is critical hit – Double the whole damage). On natural 1, bad stuff happens. Based on the context and your character type, the bad stuff can be rather ridiculous. For example, if you are a shifter and roll for turning back to human form and get 1, you will stay in animal form... who knows for how long.

POWER POINT (PP)

A token provided by the GM for great roleplay/cliché/epic-ness that makes you excel in what you do (you see what I did there?). There is no limit of how many you can have. If you use it, just add +10 to your EPIC SHIT roll OR +10 to your damage one time (has to be stated before you make an attack) - you can also use it to reroll. You can call them Hero points or even Pedo

points if you want to. Use whatever expression that makes the group happy and giggly stupid. They are drunk as otters, let them have fun.

COMBAT

Begins with everyone rolling initiative – straight roll of D20. This sets the order of actions. A character can move, attack and react once (attack of opportunity) per round. Your turn is movement and action (+can do one free action and reaction per round)

WAIT. WHAT IS AN ACTION, WHAT IS A FREE ACTION?

Action is one thing you do. Hit someone – Action. Drink a potion – Action. Build a trebuchet – way more than one action. Think of something you can do with a few seconds.

Some types also have a few free actions – these need no effort or time and can be done next to an action.

ADVANTAGE /DISADVANTAGE

When someone aids you with a task, or it is somehow easier, you will have advantage on the roll (roll twice, take the highest number) When there is something hindering you, you will have disadvantage (roll twice, take lowest).

REST 8 hours to get your HP (Hit Points, the abstract value of your life energy) back and gain one free PP.

DEATH If HP goes under 0, you will need to roll D20 every round to see if you will become stable (no bonuses, have to roll above 10). With 3 fails you are dead. If success, you are stable but unconscious.

1.2. WHAT CAN I DO/ WHAT DO I HAVE?

Anything or at least you can try anything. Your character type (next chapter) defines what you are good at and what not. But sure, try anything...

SKILLS

There is something like skills or feats related to characters. Every type has something fun. Some of them depend on the Epic Shit roll and could easily be called upon with Power Points – if you have any. Some are free actions.

- **DAMAGE EXPLODE (BERSERKER, HUNTER)** When you roll damage and get the maximum points on the dice, take one step smaller dice, and roll that as well. Should you get maximum also there, proceed with the next one until you land on D4. Epic how much damage this will be, right? Now also imagine this is a critical hit.
- **IMPROVED CRITICAL (MASTER)** Rare skill that turns also 18 and 19 on the dice into critical hits. The damage is tripled.

- **ACTION SURGE (MONK)** When your hit with epic shit roll over 20, you will automatically make another hit. Should that too go over 20, you keep on going. You stop until you do a roll that is under 20. That can be a lot of hits, you fast bastard.
- **BLOODLUST (SHIFTER)** When your enemy is already bleeding, you can turn into a frenzy to see more blood. You will be attacking recklessly (will have advantage on hits. But so will the enemy have advantage on hitting you). Your damage is doubled automatically, but with every round it will be more difficult for you to return to normal shape (the difficulty is increased by 1 every round). Meaning that you could become feral or partially animal in the process.
- **ELEMENTAL IMMUNITY (AVATAR)** As a free action you can turn yourself immune to damage caused by specific element
- **TIME REVERT (STRANGE)** As a free action for yourself or full action for someone else you can turn back time (needs a roll to see how well), reversing damage taken. Yes, you are the strange healer, you strange one.
- **SUMMON/CONTROL BUGS (ENGINEER)** Does exactly what it says. Summoning is an action, controlling is a free action. You can also try to fix bugs, but this does not always work.
- **EPIC GLOWSTICK (PADWAN)** As a free action can make any weapon glow, make it do +1D6 extra damage and if you want to, also make sound effects.
- **FORCE (PADWAN)** You can levitate (free action) or make someone levitate (action)
- **MOTIVATE/DEMOTIVATE (FACE)** can help or hinder someone with your words as a free action.
- **LORE (FACE)** when someone uses PP, roll Epic Shit. If you go over 20, you can take that PP. You can use PP on anyone and at any time, and use it to give -10 on att/dmg

GEAR

- **WHAT WEAPONS DO I HAVE?** What do you want to have? Every type is skilled with a type of weapon. Berserker needs a two-handed weapon, but the damage it takes with it will remain the same even if he uses a different weapon. You want to smash your enemies? Use a hammer. Want to slash them? Use an axe. But the damage will still be based on the type. It is not the tool, but what you can do with it.
- **WHAT ABOUT ARMOUR?** Some types can use armour, but not all. It is defined by the game master if you will have it or find something to use.
- **WHAT STUFF DO I HAVE?** Is defined by GM. It might be that he just tells you that you have all you need for travel. There really is no need to list all of it or to calculate the weight – you are an epic adventurer you have your shit together.

I HAVE PLAYED DUNGEONS AND DRAGONS BEFORE AND THIS HERE SEEMS AWFULLY VAGUE

Oh, you don't know the half of it my friend. But that is also the aim – to make people think out of the box/be creative and a little bit mad. And to have fun.

For example, there are no spells in this game. Instead, there are types of characters that can do spell like stuff. You want to send a fireball? Become an avatar, the controller of elements. You want to change shape – shifter is your character. Want to have some powers but also hit people – become a padwan. Want to use epic brainpowers that are out of this world? Become a Strange. Want to build machinery? You should then be an Engineer.

And then you think of what you want to do, say it out loud, GM will tell you what to roll and then he will describe how it went based on the roll. There are no strict rules about them – only the game balance that the poor game master will try to keep for this insane experiment.



1.3. CHARACTER TYPE

This section will provide some overview of what a character could be capable of, taking inspiration from pop culture (90's pop culture. I'm sorry, I'm old). Keep in mind that characters can try anything - it is up to GM to define how it goes.

Every type has something that they are good at and something they are not.

AVATAR

Oh, not the blue one... but the one from cartoon. Summoner of nature and its elements. Like Avatar the last Airbender. Storm and Magneto from X-men. Alchemy in Fullmetal Alchemist. An avatar can summon any of the elements and use them in a creative way. At minimum make fresh drinking water and a small fire.

Summoning and using elements happens with epic shit roll – the difficulty set by what you want to do.

No armour nor weapons to you my friend – it would hinder your flow of chi.

- **ELEMENTAL IMMUNITY** As a free action you can turn yourself immune to damage caused by specific element

BERSERKER

Force of nature, rage and damage. Like Hulk, Juggernaut and Wolverine (don't make me angry...) Mountain of muscle. Berserker can mostly destroy stuff / people/ objects with brute force. Reading or thinking is not his cup of tea. Neither is tea... most likely.

- **DAMAGE EXPLODE** When you roll damage and get the maximum points on the dice, take one step smaller dice, and roll that as well. Should you get maximum also there, proceed with the next one until you land on D4.

"Armour is for weaklings! Just give me something I can hold with 2 hands and hit with!"

ENGINEER

You know how things work and have crazy ideas. Like Nikolai Tesla, McGyver, Tony Stark or Hiccup from How to train your dragon. You are the master-mind, the inventor, creator. No weapons or armour, but you have tools... or at least you will invent the tools if needed. The only tool you need is your brain (and fingers... if you still have them). Ah, and for some odd reason you can call out and control bugs. Who knows why.

- **SUMMON/CONTROL BUGS (ENGINEER)** Does exactly what it says. Summoning is an action, controlling is a free action. You can also try to fix bugs, but this does not always work.



FACE

Power of words, diplomacy, deception, luck and jokes. Like Face in A-Team, Loki, Puss in Boots and Jack Sparrow. Face is the diplomat, the smooth talker, the one who calms emotions and charms enemies. You know the feeling when someone tells a joke that is so bad that it almost hurts? You can make it hurt for real. Be a skilled performer with a musical instrument or sing Trololololoo song in the middle of the battle to confuse your enemies – it is up to you. Not good (read: terrible) with armour and weapons. But could wear them just for show... he is a trickster after all.

- **MOTIVATE/DEMOTIVATE** help or hinder someone with your words as a free action.
- **LORE** when someone uses PP, roll Epic Shit. If you go over 20, you can take that PP. You can use PP on anyone and at any time.

HUNTER

Shoot like William Tell, Robin Hood or Legolas. Know nature, hunting and hiding. Can make (and disable) traps like Kevin McAllister. Hunter knows nature, can shoot stuff, and knows the skill of trapmaking – that's more less it. Ah and can wear armour that does not have metal in it (you know, it makes noise).

- **DAMAGE EXPLODE** When you roll damage and get the maximum points on the dice, take one step smaller dice, and roll that as well. Should you get maximum also there, proceed with the next one until you land on D4



MASTER

Expert of a one-handed weapon. The Bride in Kill Bill, Samurai Jack, Zorro, Scorpio and Thor. As a master you can try any trick/manoeuvre during a fight. Master can wear armour.

- **IMPROVED CRITICAL** Rare skill that turns also 18 and 19 on the dice into critical hits. The critical damage is tripled.

MONK

Expert in using body as a weapon. Bruce Lee, Jackie Chan, Mr. Myagi in Karate kid. Son Goku from Dragonball. As a monk you can do... epic monk shit. Just think back on the 80s movies. You represent the mind and body harmony and can control your body... and others. With your bare fists. Everyone has chi and you can use your bare fingers to fuck with it.

- **ACTION SURGE** When your hit with roll over 20, you will automatically make another hit. Should that too go over 20, you keep going. You stop until you do a roll that is under 20. That can be a lot of hits, you fast bastard.

PADWAN

Religion/faith combined with some fighting. Think of Hunter X Hunter or Jedi knights. Padwan can fight but also do some spell like stuff. He/she can have a god and ask them to help and intervene in a situation (with a detailed description of what they need). Uses force (to levitate yourself or others for example) and sword that glows. Can wear light armour (usually this means no metal).

- **EPIC GLOWSTICK** As a free action can make any weapon glow / make it do 1D6 extra damage / make sound effects.
- **FORCE** You can levitate as free action or make someone levitate as action.

SHIFTER Can temporarily transform fully or partially. Like Ben Ten, Beast Boy, Venom, mystique from X-men. As a shifter you can turn yourself into any creature, bird, animal, insect... etc. (As long as it is living, so even a tree). Could even turn a part of your body (like arm) into something (axe).

Has Bloodlust. Loses his/her clothes constantly due to shifting – as these will not turn with him/her

- **BLOODLUST** When your enemy is bleeding, you can turn into a frenzy to see more blood. You will be attacking recklessly (will have advantage on hits. But so will the enemy have advantage on hitting you). Your damage is doubled automatically, but with every round it will be more difficult for you to return to normal shape (the difficulty is increased by 1 every round). Meaning that you could become feral or partially animal in the process.

STRANGE – The user of scary/dangerous powers from out of this world – master of time and space. Dr. Strange, Raven, the guy who blew up in Akira. Strange can teleport, levitate himself or objects, fly, control time... etc. Can possibly do almost anything, but it will be strange.

- **TIME REVERT** As a free action for yourself or full action for someone else you can turn back time (needs a roll to see how well), reversing damage taken – but also bonuses if there are any. Yes, you are the strange healer, you strange one.



1.4. PROLOGUE - THIS IS HOW IT BEGINS

"You open your eyes... and instantly regret it. Pain! Immense pain behind your eyes and body.

It's familiar, but way stronger than anything you ever had before. Opening your eyes hurts and cuts like a sharp knife. The pain is pulsating with every breath you take. What is this?

The last thing you remember... you just had a drink... but after that?

Obviously... you got shitfaced... and you have never been this shitfaced before.

Damn, you barely remember your name and what you look like. There is also some memory of what you are capable of, but you are not sure of that..."

2. YOU ARE THE GOD COMPLEX INCARNATE (FOR THE GAME MASTER)



2.1. WHAT WORLD IS THIS?

While writing it I thought of all the different settings and worlds I have played in and tried to make it universally applicable. It is up to you to say where and who they are. Aliens on an abandoned planet? Cool, go for it. Space cowboys in an alternative dimension. Sure, why not. Take your favourite movie or anime and use that if you want.

It does not have to be LOTR inspired elves, dwarves and hob... I mean halflings for all I care.

Yes you can have a strange race. No, it will not make a big difference – you might just look more epic or silly.

Your players are drunk, keep it simple and stupid but appealing and interesting.

2.2. HOW TO GUIDE THE GAMEPLAY

- The aim of the game should be fun. Also it should support the wanderlust, creativity, film references, silliness and dice dependency - reward them. Also reward stuff you find cool or epic. You have the means

Berserker looks over his shoulder "I'll be back!"

GM: here is a PP for you.

Avatar: can I make myself immune to fire and then have a ball of fire surround me?

GM: Fuck yeah you can. Elemental immunity is free action and casting is an action.

Everyone sees how you concentrate for a second and then are suddenly surrounded by a ball of inferno that does not seem to harm you.

Also, this was pretty epic, so here is a PP.

- Ask questions to guide the gameplay and get details set. This helps you with what is important and with what they should roll.

Player: I want to steal his purse!

GM: In broad daylight? Sure, go for it. How would you do it?

Player: My friend here will make a distraction while I will go grab the bag.

GM: Ah I see. In that case Mind roll for the friend as he needs to use his brain to keep the victim occupied. You can use body role to grab the bag. As your friend is essentially aiding you, I will give you advantage.

- There are no rules set in stone and hell... even I don't know if it will work. Be flexible, try to keep things fun

Potential Player: I would love to play someone who is super fast and uses two daggers to fight and slash everyone up

GM replaces the word Fist with word Knife on Monks character sheet and gives that to the player: "Here you go."

The group has been fighting an invisible enemy.

Padwan: "Can I make his weapon glow and make swoosh sound? He did hit me with it before, so I have been in contact with it."

GM: "So just add the glow and sound but no extra damage? Brilliant! Sure thing you can. Everyone now sees how suddenly there is glowing weapon in the room that makes it easy to locate where is the person holding it. Even if he tries to cover it, the weapon makes sound that make it easy to target. By the way, what kind of sound would you like it to make?"

- Fast forward. They don't need to meet every NPC or wonder and wait for the adventure. If they say that they go to the forest, you can just start the next scene from the forest.

- Zoom in. Whenever you see that there is a need for additional details, especially after fast forward, take a bit of time to fill in the blanks.
- Not too much stuff or shopping. Assume they have all the basic stuff they need.
- Whatever rule you add (especially for combat) make sure it is somehow linked to the Epic Shit Roll

Also, you might need to rethink the skills in your classical DnD into the core ideas here to make sure you are prepared.

Hide and spot checks could be based on mind bonus as you need to notice the patterns where you can hide yourself/patters of what is wrong. Even with great eyesight if you don't know what the stuff you see means, it has no value.

2.3. BASELINE SUCCESS AND FAIL

There will be moments where you are not sure if something should fail or succeed. Here is a table that could guide you.

Task Difficulty	DICE ROLL WITH BONUSES						
	1*	2 or more	10 or more	15 or more	20** or more	30 or more	35 or more
Super easy	FAIL	OK	OK	OK	OK	OK	OK
Easy	FAIL	FAIL	OK	OK	OK	OK	OK
Normal	FAIL	FAIL	FAIL	OK	OK	OK	OK
Difficult	FAIL	FAIL	FAIL	FAIL	OK	OK	OK
Super difficult	FAIL	FAIL	FAIL	FAIL	FAIL	OK	OK
Possibly impossible	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL	OK

Keep in mind that the characters are experienced, so some tasks might be rather easy to them.

Natural 1 should usually have bad stuff – up to GM to decide

Natural 20 could be used as automatic success with whatever task difficulty

Let's take an example. Hunter goes to gather food from the forest – something that he/she is skilled with.

SUPER EASY – take care of your baseline needs for a day.

EASY – get a really full stomach or take care of groups baseline needs for a day. The stomach might still have some empty space in it, but no-one will die.

NORMAL – get a full stomach for the travelling group for a day.

DIFFICULT – get a really full stomach for the travelling group for a few days

SUPER DIFFICULT – get 2 weeks of travel rations for the group with one hunt

POSSIBLY IMPOSSIBLE – feed a small town for a day

2.4. COMBAT

General guidelines for 1on1 combat:

If they hit someone with something that they are skilled with: ESR vs AC of the enemy

If they try to control someones mind (when skilled): ESR vs mind roll

If they try to attack the enemy in an area (think of area spell): ESR vs body roll

Wrestling: opposing body roll

Make sure to ask questions. Especially when they have unspecified powers.

Are you attacking a single person or you want to engulf the whole area in flames? In first case you would need to roll over the AC of this person – if you hit, they get all the damage. For the area, you have to roll higher ESR, the enemy can make a save and try to avoid it partially. (save roll with body bonus)

What about slow spell? This could be area effect or mind control effect. For area, you are bending space and time and everyone in this section has to make a body roll or be slowed. For mind, you are messing with their head and they have to make a mind roll – but it would keep your friends safe.

If in doubt you can always go back to baseline difficulty table

Monk wants to make a hit that paralyzes the enemy? Have they met this type of creature before? Is it a complex creature? How difficult would it be to hit some small chi points on the body of this enemy?

You could let the enemy to roll against ESR with their body roll, but also you can set baseline difficulty. Let them make a mind roll before attack. If it is high enough, they know where they should hit to make it happen.

2.5. CHARACTER TYPES AND THOUGHTS

While creating character types I tried to find characters from pop culture and sort of find a way to make them into DnD characters. The plus with pop-culture references is that people might know them and then understand what is expected of them – something that players can struggle with in the beginning.

I also tried to keep in mind what would be cool to play – giving free hands to creativity.

In bigger picture you can put the set Character Types into 3 categories: Fighter, Creative fighter, supporter

FIGHTER

This would be Berserker, Master, Hunter and Monk, while the two last ones do have some additional skills that could be useful – Monk is fast and good at both physical and mental stuff,

making him a good scout (will notice things) Hunter would also a good scout, but also a provider of food and shelter is wild.

CREATIVE FIGHTER

This would be Shifter and Avatar. They could use their skills to fight in melee, but also do it at range. Shifter would also be an excellent scout in a bird form. Also, why should he transform his whole body? He could just turn his arm into an axe and hit with that...

Same with avatar, he could surround himself with stuff, or throw stuff from distance or why not carry flames in his fists and then hit in close range.

SUPPORT

There is no classic Fullmetal-healer, I mean cleric, in the group as there have been no healers in war who look like tanks... I mean, eee, I just did not find any movie references that would make sense here.

However, the support roles could take care of that – though they do need some creativity on players' end.

Face has the power of words. As we know the world was first created with the word of god. So that is a lot of power. Why not also healing word?

Engineer is a mad inventor – he could invent healing potions or some other tool to restore health. Or tools of transport or weapons of mass destruction.

Strange can control space and time. He could possibly reverse the time just after someone gets damage.

As you notice all of them are somewhat similar but have a different way of approaching their power: words, science, mysticism. Also, the power potential is huge.

I would recommend having at least one of them in the group. They could have the Lore function of Face (get PP back and move it around) and also have some means of healing people.

Here is a set of values that could be used for your game. (The AC is calculated 10+body bonus)

Type	Epic Shit Bonus	Body Bonus	Mind Bonus	Natural AC	Max HP	Effective in
Avatar	7	3	3	13**	42	range
Berserker	7	6	-3	16	62	melee
Face	7	1	5	11**	36	support
Master	7	4	2	14*	52	melee
Monk	7	4	3	14	52	melee
Padwan	7	3	3	13*	42	melee
Shifter	7	3	2	13"	42	melee
Hunter	7	3	3	14*	42	range
Engineer	7	2	4	12**	36	support
Strange	7	1	5	11**	36	support

* can wear armour

** could possibly be increased with some power, if players are creative

"depends on the shape he/she/it takes

For armour you can use 5 point system. If they have at least something on, it gives 1 point. If they are in full plate with a big shield, that is 5. Everything else is somewhere in the middle.

Damage bonus is the body bonus (for bow or one handed weapon) and 1.5 times the body bonus with 2 handed weapon,

2.6. THE BEGINNING

The point here is that the group of heroes are extremely capable, but they just don't remember it. Let them discover and be creative.

Here are some possible reasons why they don't remember anything:

- The group drank especially strong dwarven ale to celebrate getting a great new job, that they had to start in the morning. It is morning now...
- They got poisoned by a rival gang. They should have died but were – mostly at least – brought back from the edge. It takes time for them to remember everything, but at least they are alive. Time for revenge...
- Were just summoned to this world (think *isekai*) to protect it from the great evil. The task awaits...
- They were just created by infusing all the great stuff from the other heroes in the galaxy. (SF setting)

Now it is time to introduce the Friendly NPC who reminds them of the mission.



3. PAPER BEATS ROCK

(CHARACTER SHEETS)

3.1. STUFF ON SHEET

Epic Shit: This is what your character uses when he/she/it does what it is actually good at.

Body/Mind bonuses: These are for checks where you need to flex your muscles (climbing, running etc.) or use your brain (Investigation, knowledge, etc). These numbers are defined by your Type. Useful when someone tries to mess with your head or your body,

If you are sure that you should be more skilled in it and use Epic Shit Roll instead, you can do a Flashback scene, if GM permits it

HP – Hit Points. Your life points. The maximum is set, you cannot have more than that. When you get hit or get damage by being stupid, this will reduce the HP you have.

AC – Armor Class. defined by Type + wearable armour (only hunter, master and padwan)

Epic Shit: Essentially anything that the character does that is linked to the Type and comes naturally.

Speed: A distance you can move in your turn - number of steps/squares (instead of feet), eh. 6 is normal, Monk should have about 10. Hunter and Berserker at 8. For shifter it can change with the shape they take.

PLAYER DEFINED STUFF ON SHEET

Name – you should have one

Looks/Attitude: A few sentences or words on both how the character looks like and also what is his/her/its attitude towards... life I guess. There is no need for a life story. Think of the first impression that people will have when they look at your character-

Stuff: if you find any during the game you can keep it here

3.2. CHARACTER SHEETS

On following pages, you shall find the character concepts with empty space that could be filled in. Print them out and use for the game.



BODY BONUS + 3
MIND BONUS + 3
EPIC SHIT BONUS + 7

Use of nature and its elements. Like Avatar the last
Airbender/ Storm and Magneto from X-men.
Alchemy in Fullmetal Alchemist

TYPE:
AVATAR

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: BASED ON EPIC SHIT

DAMAGE: 1D8-6D8 (based on intention and Epic Shit roll)

ELEMENTAL IMMUNITY As a free action you can turn yourself immune to damage caused by specific element

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. As an avatar you can summon any of the elements and use them in a creative way. At minimum you can make fresh drinking water and a campfire.



BODY BONUS + 6
MIND BONUS - 3
EPIC SHIT BONUS + 7

Force of nature, rage and damage. Like Hulk, Juggernaut and Wolverine (don't make me angry...)

TYPE:
BERSERKER

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: BASED ON EPIC SHIT

DAMAGE: 1D12+6 with any two-handed weapon (or weapon like object)

DAMAGE EXPLODE if you roll 12, add D10. If you roll 10 on that, add D8...
etc

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. As a berserker you can mostly destroy stuff / people/ objects with your brute force. Reading or thinking is not your cup of tea. Neither is tea your cup of tea.



BODY BONUS 1
MIND BONUS + 5
EPIC SHIT BONUS + 7

Power of words, deception, and luck. Like Face in A-Team, Loki, Puss in Boots and Jack Sparrow

TYPE:
FACE

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

MOTIVATE/DEMOTIVATE help or hinder someone with your words as a free action.

LORE when someone uses PP, roll Epic Shit. If you go over 20, you can take that PP. You can use PP on anyone and at any time.

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. You are the diplomat, the smooth talker, the one who calms emotions and charms enemies. Be a skilled performer with a musical instrument or sing Trololololoo song in the middle of the battle to confuse your enemies – it is up to you.



BODY BONUS + 4
MIND BONUS + 2
EPIC SHIT BONUS + 7

Master of a one-handed weapon. The Bride in Kill Bill, Samurai Jack, Zorro, Scorpio and Thor.

TYPE:
MASTER

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

***RC:**

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK (ONE HANDED WEAPON): EPIC SHIT
DAMAGE: 1D6+4

IMPROVED CRITICAL 18-20 is critical. The critical damage is tripled

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. As a master you can try any trick/manoeuvre during a fight. Master can wear armour.



BODY BONUS + 4
MIND BONUS + 3
EPIC SHIT BONUS + 7

Bruce Lee, Jackie Chan, Mr. Myagi in Karate kid.
Son Goku from Dragonball.

TYPE:
MONK

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: BASED ON EPIC SHIT
DAMAGE: HANDS/BODY 1D4+4

ACTION SURGE When your hit with Epic Shit roll over 20, you will automatically make another hit. (and keep going until you roll under 20)

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. As a monk you can do epic monk shit. Just think back on the 80s movies. You represent the mind and body harmony and can control your body... and others.



BODY BONUS + 3
MIND BONUS +3
EPIC SHIT BONUS + 7

Strong religion/faith combined with fighting. Hunter
X Hunter or Jedi knights

TYPE:
PADWAN

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

***RC:**

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: EPIC SHIT

DAMAGE: 1D6 + 3+ 1D6 GLOWSTICK

EPIC GLOWSTICK As free action can make any weapon glow/ make it do extra damage /sound effects – needs to touch it

FORCE can levitate (free action) or make someone/thing levitate (action)

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. Use force to levitate yourself or others, make your sword glow and hit people with it. That's more less it.
* can wear armour



BODY BONUS + 3
MIND BONUS + 2
EPIC SHIT BONUS + 7

Can temporarily transform itself fully or partially.
Like Ben Ten, Beast Boy, Mystique and Venom,

TYPE:
SHIFTER

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: EPIC SHIT

DAMAGE (DEPENDS ON THE SHAPE): 1D4 -12D4

BLOODLUST turn into a frenzy to see more blood. attacking recklessly, damage is doubled, but with every turn the difficulty of turning back increases.

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. As a shifter you can turn yourself into any creature, bird, animal, insect... etc. (As long as it is living, so even a tree). Take a pair of trousers with you before you plan to shift – you will thank me later.



You shoot like William Tell, Robin Hood or Legolas.
Know nature, hunting and hiding. Can make (and
disable) traps like Kevin McAllister.

**TYPE:
HUNTER**

BODY BONUS + 3
MIND BONUS + 3
EPIC SHIT BONUS + 7

CHARACTER NAME

SPEED

8

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: BASED ON EPIC SHIT

DAMAGE (BOW): IDIO + 3

DAMAGE EXPLODE if you roll 10, add D8. If you roll 8 on that, add D6 etc

TRAPS you can make and disable

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. Hunter knows nature, can shoot stuff, and
knows the skill of trapmaking – that's more less it.



BODY BONUS + 2
MIND BONUS + 4
EPIC SHIT BONUS + 7

You know how things work and have crazy ideas.
Like Nikolai Tesla, McGyver, Tony Stark or Hiccup
from How to train your dragon.

TYPE:
ENGINEER

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

INVENTIONS you can make something to attack with ... accidentally or not.
SUMMON/CONTROL BUGS Summoning is an action, controlling is a free
action. They can blind and attack 1D4-3D4

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. You are the mastermind, the inventor,
creator, engineer. You can harm indirectly with an invention (meaning you
suck with using weapons) but then again... someone must invent explosives.
For some reason you can also summon and control bugs.



BODY BONUS + 1
MIND BONUS + 5
EPIC SHIT BONUS + 7

You use scary/dangerous powers from out of this world. Dr. Strange, Raven, the guy who blew up in Akira. Master of time and space.

TYPE:
STRANGE

CHARACTER NAME

SPEED

MAX HP /WOUNDS:

AC:

LOOKS/ATTITUDE:

COMBAT/SPECIAL:

ATTACK: You will find a way with your powers

TIME REVERT As a free action for yourself or full action for someone else you can turn back time (Epic Shit roll), reversing damage taken – but also bonuses if there are any.

STUFF/NOTES/DRAWINGS

HINTS!
(AKA WHAT CAN I DO?)

Anything... or at least you can try. Strange is the master of space and time. As for others the sky is the limit, for you it is not – almost anything is possible. If only you could roll well enough to make it happen.

EPILOGUE

Wow, I wanted to make a simple Dungeons and Dragons entry-game but ended up with 30 pages. I hope this mess works and is fun.

Feel free to provide any feedback or modification ideas.

For everyone who landed here

And for everyone who has supported me on this journey/task/strange obsession

THANK YOU VERY MANY

-Zarvik