

BETA: PLAY AT YOUR OWN RISK EDITION

CREDITS

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Turbo Dice is a fast, light weight version of **Fantasy Dice** intended for pickup games, rule-light games and as an introduction to the Fantasy Dice roleplaying game system. Turbo Dice is completely free. You may share and copy it as you like and make modifications to it and use it for your own games in accordance with the terms of the creative commons license below. All I ask is that you attribute Claus Børnich and link to www.RadicalApproach.co.uk. Writing and roleplaying are creative arts and we can all benefit from sharing and supporting each other.

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Sample file

TURBO DICE

Sometimes you just want to switch into turbo and roll some dice, so we took Fantasy Dice and stripped it down to the bare-bone essentials.

In Turbo Dice you have a fully functional no-frills roleplaying game system that lets you jump right in and play, and it is completely free.

You can trial run with Turbo Dice before jumping into Fantasy Dice as the same system is used, and although the character generation in Turbo Dice is minimalistic to the extreme the characters are fully compatible with the more diverse and fully fledged characters generated by the Fantasy Dice system.

If you want more sophisticated combat rules, more gear, weapons and armour, comprehensive rules for character development and so on, please visit www.RadicalApproach.co.uk and get a PDF or printed copy of Fantasy Dice, or perhaps Crimson Exodus which is a fully developed fantasy setting using the Fantasy Dice system.

CRASH COURSE

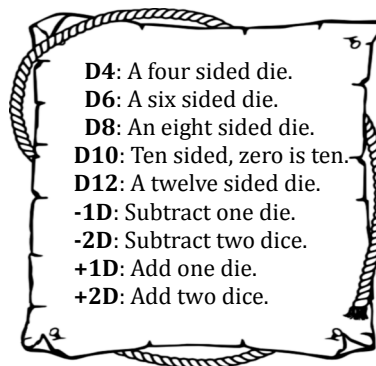
As the turbo is on we'll assume that you know what a roleplaying game is, what the role of a game master is and the difference between a player character (PC) and NPC (non-player character). If you don't you can find all of this information on the Internet, or you can read about it in almost any fully fledged roleplaying book – such as Fantasy Dice.

DICE

You need dice to resolve whether you succeed or fail at skills and other tasks, but only roll when your character is taking a great risk or pitted against foes. If there isn't a serious challenge with significant consequences then simply agree on the outcome and move on.

Four, six, eight, ten and twelve sided dice are used to make the game both fast and fun. You never add bonuses or subtract penalties from the dice result, instead you add or subtract dice from the roll.

There is no counting of successes. You simply roll the dice and the highest roll is your result. You will need at least one of each die, but to avoid having to roll many times for a single result it is recommended to have five or more of each type.



CHARACTER SHEET

In addition to dice you will need a pen and some paper to write down the details of your characters. The paper on which you do this is referred to as a character sheet and you can copy it from the back of this book or draw your own.

IT'S ALL ABOUT THE PLAYERS

As a player you have great influence on what direction to take play. You may or may not have a direct influence on world events, but when it comes to the story of your character, *you* decide when to face danger and when to run away.

As a GM you take your cues from the aspirations of the players' characters and what they tell you they want to do. Not everything will be what it appears, and there may be unexpected challenges and detours, but the story told is that of the PCs.

RISK AND REWARD

Turbo Dice is a rules light game and you should play it how the group likes it.

That said there are no rules for balancing encounters with the players, or matching risk and reward. It can be a lot more fun to let the players pick their challenges and determine if they are up to the task. This of course means that the GM is responsible for giving the players plenty of opportunities to estimate their opposition, and offer warnings and clues. The players still need to pay attention though as the GM is not obliged to warn the players if they do not prepare and tread with care.

Make sure your table rules are clear to everyone, and that everyone is on the same page about the genre and style of game you are aiming for.

PLAYER CONTROLLED ALLIES

In a conflict the players take control of allies, friends and pets. This has many benefits. It reduces the burden on the GM while keeping the players active and involved. It allows the GM to concentrate on playing the opposition as realistically as he can without worrying about playing allies fairly. It also gives the players a bigger investment in their relationships as it gives the players more control and involvement.

The stats of allied player characters (APCs) are placed in the hands of the controlling players. The players are trusted to distinguish between what they know and what their characters know.

RESPONSIBILITIES

Below is a brief summary of some of the main responsibilities of the players and GM.

PLAYERS

- Be an active participant and contribute to the game.
- Take responsibility for choosing your challenges, and accept failure and defeat with grace and creativity.
- Roleplay your character honestly, and according to what she knows and any characteristics or aspirations you may have chosen for her.
- Strive to make the game fun for everyone at the table and share the spotlight.
- Support creativity and help bring the aspirations of other players and interesting story hooks into play.

GM

- Launch a game by setting up a scene with tension that encourages the players to take action and make meaningful choices.
- Allow the players complete freedom of choice.
- Present challenges without preconceived convictions as to the outcome or how they will be solved.
- Do not balance challenges and rewards, but provide as much information as can be realistically known by the characters.
- Frame scenes to create a meaningful story and continuity by having previous outcomes affect future scenes.
- Keep the story moving, and escalate the stakes and challenges in tune with what the players are trying to achieve.
- Play enemies and challenges hard, but be fair and never make arbitrary rulings contrary to the rules or table consensus.
- Give failure and defeat interesting, although not necessarily pleasant, outcomes that present additional challenges and complications, and which may force the players to re-evaluate their options.

Skill: A measure of a character's proficiency for a certain ability gained through training or experience. Skills are written with a capital letter with any speciality that applies in brackets.

Attribute: A measurement of one of the basic elements of a character, such as strength or cunning. Attributes are written with a capital letter.

SKILLS

Skills with specialities grouped by associated attribute. A skill has a rating from D4 to D12 and the number of dice rolled for a skill is determined by its associated attribute. The specialities shown in the brackets for each skill yield a bonus die when they apply to a roll.

STRENGTH

Smithing (armoursmith, arrowsmith, bolts, blacksmith, bladesmith, goldsmith, locksmith)

AGILITY

Athletics (acrobatics, climb, dodge, jump, ride, row, run, swim)

Melee (axes, clubs, daggers, flails, pole arms, shields, swords, unarmed, whips)

Stealth (blend-in, hide, sneak, shadow)

DEXTERITY

Construction (bridges, carts, houses, shipwright, siege-engines, towers, tunnels, walls)

Crafts (bone, cloth, crossbows, glass, leather, pottery, stone, wood)

Sailing (carpenter, fisherman, navigator, rigger, sailmaker)

Sleight of Hand (disarm traps, pick locks, pick pocket, tricks)

Surgery (abdominal, chest, head, limbs)

SIGHT

Ranged (bows, crossbows, slings, throwing)

CUNNING

Healing (burns, crush, pierce, slash)

Survival (bog, desert, forest, grassland, jungle, marsh, mountain, savannah, subterranean, swamp, taiga, tundra)

Warfare (siegecraft, soldiery, strategy, tactics)

WISDOM

Academic Lore (administration, geography, geology, history)

Alchemy (black powder, elixirs, fumes, potions)

Arcane Lore (demonology, elementalism, monsters, occult, spiritualism)

Beast Lore (bog, desert, domestic, forest, grassland, jungle, marsh, mountain, savannah, subterranean, swamp, taiga, tundra)

Herb Lore (bog, desert, forest, grassland, jungle, marsh, mountain, savannah, subterranean, swamp, taiga, tundra)

Language (write, speak)

Magic (wind blast, wind mastery, lifting wind, wind shield, windy whisper, flare flame, smother flame, flame breath, flame puppetry, rain, freeze and melt, water mastery, water puppetry, air elemental, fire elemental, wind elemental)

SPIRIT

Public Speaking (debate, educate, entertain, oratory)

Smooth Talking (bargain, bluff, bribe, calm, fast talk, ingratiate, persuade, seduce)

Witchcraft (animate tree, banish, beast tongue, bewitch, bind, bloodmagic, call, command, curse, enchant, grow, ward)

DEMON

Black Arts (demon ward, evil eye, oblivion, second sight, terror, bind, demonic armour, demonic strength, mark, necromancy, banishing touch, forgetful touch, necrotic touch, puppeteer's touch, scabbing touch, steal thoughts)

Dominate (command, intimidate, taunt)

Interrogate (cross-examine, threaten, torture, trick)

SWORD AND ARMOUR

ARMOUR

Turbo Dice only distinguishes between five types of armour and an armour is considered to include a helmet, bracers, greaves and cuirass covering the whole body.

The AR column is the armour rating which reduces any wound inflicted a number of severities equal to the rating. For example leather armour would reduce a *nasty* wound to *superficial* (see combat). The penalty applies to all actions, and the last column gives a rough idea of the wealth required to purchase a suit of armour of the listed quality.

Armour	AR	Penalty	Afford
Leather Armour	1	-	well off
Mail Armour	2	-	wealthy
Plated Mail Armour	3	-1D	rich
Heavy Plate Armour	4	-2D	very rich
Full Plate Armour	5	-2D	regal

MELEE WEAPONS

A few sample weapons and attacks are listed here. Each has its Melee skill speciality shown in brackets. The stats listed for each weapon are: wound, type and any attack or parry penalties in brackets. PR is armour penetration rating. Value is listed according to the wealth class required to afford it.

Punch (unarmed)

Strength - 1 crush

Dagger (daggers)

nasty pierce / slash (-2D parry) - *poor*

Longsword (swords 2-handed)

grim pierce / slash - *rich*

Shortsword (swords)

grievous pierce - *well off*

Battleaxe (axes)

PR1 Strength slash - *wealthy*

Greataxe (axes 2-handed)

PR1 Strength+1 slash (-1D parry) - *rich*

Club (clubs)

Strength crush (-1D parry) - *pauper*

Mace (clubs)

PR2 Strength crush (-1D parry) - *wealthy*

Spear (pole arms 2-handed)

PR1 *grievous* pierce (-1D parry) - *well off*

Quarterstaff (pole arms 2-handed)

nasty crush (+1 attack and parry) - *poor*

Shield (shields)

Parry +1D (shield bash: -1D attack *none* crush) - *well off*

RANGED WEAPONS

A few ranged weapons are listed in the same format, but with the range interval in meters.

Crossbow (crossbows)

PR1 25m *grievous* pierce (reload: 4 rounds) - *rich*

Long Bow (bows)

PR1 Strengthx10+10m *grievous* pierce (reload: 1 round) - *well off*

Short Bow (bows)

PR1 Strengthx5+5m *nasty* pierce (reload: 1 round) - *poor*

Javelin (throwing)

PR1 Strengthx5+2m *grievous* pierce - *well off*

Dagger (throwing)

Strength+3m *nasty* pierce - *poor*