

EZ D6



A fast-moving game of fantasy mayhem



CONTENTS

INTRODUCTION

The FUNdamentals	1
------------------------	---

HOW TO PLAY

Core Mechanics	4
Stats and Difficulty	6
Karma	8
Time	9
Actions	10
Movement & Turn Order	11
Magick Basics	14
Wealth	19
Create a Pusher & Shover	20
Hero Paths	21

RABBLE ROUSING

What Makes a Good Game?	44
A Few Pro Tips	47
Long-Term Rewards	48
Target Numbers	49
Arbitrating Spells	49
Miracles, Monsters, and More	50

MONSTERS

Monster Lists	58
Classic Monsters	59
EZD6 Monsters	64
The Beast	64
Deathlurker	65
Drek	66
Festoid	67
Gorgwar	68
Greeblix	70
Grey Ones	71
Grubbers and Grubber Brood Queen	72
Knoblogg	73
Kragor	73

CONTENTS

MONSTERS cont'd.

Mistyspawn	74
Murdrath	76
Murkstrike	78
Sarлакarn	80
Sunscale Folk	82
Warpbat	83
Weirdling	84
Whyte	84
Worm of the Wastes	85

MAGICK TREASURES

Scrolls, Potions, Weapons, Armor, Trinkets	88
Item Properties	98

HANDY BITS

Rules Reference Sheet	102
Monster Selector	104
Twists and Turns	105
NPC Creator	106
Lair Creator	107
Minions	108
Search Probabilities	109
Pusher & Shover Sheets	110



INTRODUCTION

Why EZD6?

Greetings friends and fellow crafters! Welcome to EZD6! This game sprang from a practical need at my game table. My wish was a smooth-running RPG system that avoided the pitfalls of constantly looking up rules, complex character sheets, excessive tracking, and spells that read like stereo instructions.

So in other words I wanted a game that dropped all the in-game mechanical distractions yet had enough rules to arbitrate a great story created by everyone at the table. You know: the good stuff!

Think about your own games and how much the immersion of the game is broken by constant rules or bookkeeping interruptions. As I began to play-test the game I noticed something I had not with other systems. With no rules “brakes” the game runs faster and players get pumped and excited as the action runs wild.

I have seen the epiphany on players’ faces as they realize a game doesn’t have to be bogged down by number crunching and clever, abstract systems.

Simplicity is the key to freeing the imagination!



HEY GUYS! SCOTTY HERE. ARE YOU BEING WRANGLLED INTO LEARNING AND PLAYING A NEW GAME AND DON'T WANT TO FIDDLE WITH RULES? IF SO, JUMP RIGHT TO THE "HOW TO MAKE YOUR PUSHER & SHOYER (YOUR HERO)" SECTION AND MAKE THE PERSON FORCING YOU TO PLAY THIS GAME EXPLAIN THE RULES... BUT IF YOU DO WANT TO LEARN, PRESS ON, THERE'S LOTS OF FUN AHEAD!



INTRODUCTION

The FUNdamentals

This book is the action-fantasy incarnation of the EZD6 system. There will be poetic moments, crazy stories, and all kinds of unforeseen fun ahead. Here are the barest of bones of what makes this game what it is.

The game centers on role playing

It all begins with pretending to be an alter ego far removed from your everyday life. Your hero, the alternate you in a fantasy world, will go on dangerous adventures, make dear friends and dastardly enemies, kill fearsome monsters, win and lose fantastic treasures, and live life on the edge!

The Rabble Rouser will be your host

The Rabble Rouser prepares the mayhem (adventures, encounters, enemies and twists) for the other players to explore and discover. The RR acts as the origin of danger, the ruler of the rules, and the point of contact where the players interact with the situations happening in the game world.

When things are left to chance or skill, the action of the game will be decided by the success or failure of six-sided dice rolls (D6). The RR will always be there to assist you in making the dice rolls needed to fit the scene at hand.

Other players will be Pushers & Shovers

They are the protagonists of this story, the main characters, and their will to defy danger for greater goals is the engine that makes things fun. When you're a **Pusher & Shover**, you do just that: using skill and willpower to overcome anything and anyone between you and your team's ambitions.

Pushers & Shovers may dream of building a castle, ridding the world of evil, finding their origins, avenging a terrible event, or just surviving one more night.



HOW TO PLAY





SIMPLE RULES ARE A STARTING POINT AND LITTLE MORE! EZD6 TAKES THE POSITION THAT STORY, ROLE PLAY, AND CRAZY ON-THE-SPOT MECHANICS ARE MORE IMPORTANT THAN A COMPLEX DICE SYSTEM. DON'T WORRY, THERE'S ALWAYS A REASON TO USE YOUR OTHER DICE, BUT THE D6 IS SUPREME HERE...

HOW TO PLAY

The core mechanic

The Player states to the Rabble Rouser what they want their hero to do. The RR will tell the player the number they have to roll on a six sided die to succeed. For example, if a hero wants to stab an enemy with their blade, the RR asks the hero to roll a 3 or more on the D6. If the player rolls less than a 3, they fail. Otherwise, they succeed and harm the enemy. It is as simple as that.

Is a task easy or hard?

The RR will decide on the number you must meet or beat for success. The range is between 2-6 as 1 is always a failure. Higher numbers are for harder tasks. The chart below details difficulty ratings.

DIFFICULTY SCALE

TASK	ENEMY
Easy (2)	Weak or slow enemies
Normal (3)	Normal enemies
Hard (4)	Tougher or fast enemies
Very Hard (5)	Elite or faster enemies
Super Hard (6)	The ultimate or fastest enemies

For most combat situations you will need to roll a 3 or higher to hit your target and the enemies will need a 3 to hit you. The RR will use lower or higher numbers for special circumstances.



KNOWING WHAT DIFFICULTY TO SET FOR ANY GIVEN TASK IS A KEY SKILL FOR ANY RR. THIS NUMBER MIGHT BE WRITTEN IN YOUR NOTES BEFORE PLAY, DETERMINED BY A DIE ROLL, OR JUST DECIDED BY FEEL. A DIFFICULTY LEVEL MIGHT EVEN CHANGE DURING A SCENE AS THE ENVIRONMENT DICTATES. GO WITH YOUR GUT!

HOW TO PLAY



What about differences between characters?

In many game systems you build heroes with attributes and skills represented by numbers. These systems slow down play because you often need to reference the numbers on your hero sheet or add them to your dice rolls. In EZD6, the stats are replaced by a simple mechanic called a boon.

HOW TO PLAY

Training is a boon

The EZD6 system easily addresses differences in heroes by simply applying an additional die to a roll, or boon, to tasks where the hero may have specific training. So, when rolling for a trained task, roll two dice instead of one and keep the highest result!

This little difference lets players train all kinds of things, to double their chances of success. Rolling to beat a five? It's a lot easier with two dice than one!



I AM RODERICK, THE COOLEST HERO EVER! THANKS TO A LONG, STORIED CAREER AS AN ADVENTURER AND ALL-AROUND GREAT GUY, I AM PROFICIENT WITH EVERY WEAPON KNOWN TO MAN! I ALWAYS ROLL 2D6 WHEN ATTACKING, EVEN WHEN USING SPOONS!

An exceptionally hard task may incur a bane

Most of the time the difficulty scale is adequate, but sometimes an action is so problematic it requires a bane. Things like fighting in total darkness or doing another task while on fire count as a bane. In this case, the hindered hero rolls two dice instead of one and keeps the lower result. If skilled, but afflicted with a bane, the hero goes back to only rolling one die. Skill cancels the bane out.



WAIT A MINUTE, YOU WANT ME TO ROLL SUPER HARD, A 6, ON 2D6? THE ODDS ARE LOOKING DIRE FOR RODERICK! WHAT DO YOU MEAN I'M ON FIRE? STILL? SO ONLY ONE DIE? I NEED TO ROLL A 6 OR I'M A ROD-KEBAB! HERE GOES...

HOW TO PLAY

Can I help a fellow adventurer with a task?

Heroes can give up their future action in the turn to help another player. That player rolls a die and treats it like a boon rolled in the check. For example, a conjurer with the magical mystery boon gets to roll 2D6 when trying to decipher a scroll of lore.

The player assisting the conjurer has the aspect of training with a scribe. The RR rules that the aspect fits with the task and would allow the scribe to roll a die also.

Three die have been rolled for the check and the final number will be the highest of the three.. Since the scribe helped the conjurer this turn remember that the scribe loses their turn action.

Oh crap, I rolled a one

Rolling a 1 is always a failure and the RR can put that hero in a sticky situation depending on the action happening in the story at that particular time. Did the hero just petition the local lord for aid? Perhaps they inadvertently insult said noble. Did a hero want to swing from a rope? Perhaps the rope breaks and the hero smashes into the enemy like a bowling ball into pins. A hero still has a chance to recover from a failed roll. See 'hero die' below.

Kickass! I rolled a six

Rolling a 6 is always a success. What happens is determined by what is possible for the hero in that setting. Let the player have fun with the success and allow them to narrate a cool outcome for the roll. In combat, rolling a 6 has an added benefit. See the 'crit rule' on p. 12.

Calling on your inner strength: the Hero Die

At the start of the session, each hero gets a Hero Die. This can be burned anytime in the game to re-roll a die. Even if you rolled a 1. Once used the die is discarded but can be reacquired anytime by spending five Karma to retrieve it. See 'karma' below.



HOW TO PLAY

Karma, a hero's way to shrug off bad luck

Heroes often have luck on their side. How many times in stories have you seen a down-and-out hero suddenly turn the tide on gloating enemies. These are awesome moments and karma is the mechanic in this game that represents heroes' shifting luck.

How do I get Karma?

3 karma are awarded to each hero at the start of the session. The RR can also award karma for excellent role playing moments but the most common way to acquire karma is through failure.

Whenever a hero fails an action roll they gain one karma. It sucks to fail a roll and receiving a karma to use later helps take away the sting of failure and ensures that no matter how bad a player rolls they will bank karma for later. You can only ever get one karma a turn no matter how many rolls you fail.

How do I use Karma?

Karma can be turned in to improve almost any die roll on a one pip per one karma point basis. If this changes your roll to a success you do the task you were going for and lose karma used. If your roll becomes a 6 in combat follow the crit rule. There is no limit to the total number of karma a player can hoard or use in a turn. When you accept karma for a failed roll, you cannot then use the karma gained for that turn's rolls.

Is there anything I can't use Karma on?

Yes, karma cannot be used on magick or miracles. The ebb and flow of magick and the fickleness of the gods prevent bending by karma. More on this later when we talk about magick and miracles. Karma can not be used to modify a 1 but a hero die can.