

THE CRAPPIEST RPG ON EARTH

By James T. Swill III

Get a drink and some snacks, you are about to role-play! One of you is the Dice Commander (DC), the rest of you are peons. The DC tells you peons how it goes. If you've got a problem with that, the DC should take it out on your character.

PEON'S SECTION

If you aren't the DC, roll 1d4. The result tells you the kind of character you are going to play.

- 1: Warrior. Sweet, you are strong.
- 2: Wizard. Sweet, you are smart.
- 3: Priest. Sweet, you have a god.
- 4: Thief. Sweet you are stabby.

You are a WARRIOR!

Kick some ass.

Your stats are:

- Fight: 4
Dodge: 4
Hits: 6



Here's your advancement:

For every 4 props, you get 1 fight and 2 hits.

Roll 1d4 twice for your warrior's name:

- | | |
|------------|------------------|
| 1: Konan | 1: the Destroyer |
| 2: Winglor | 2: Dragonbane |
| 3: Kip | 3: Blood-drinker |
| 4: Zena | 4: Patterson |

You are a WIZARD!

You are smart. Too bad there's no stat to reflect it.

Your stats are:

- Fight: 2
Dodge: 6
Hits: 3



You can cast MEGA MISSILE!

MEGA MISSILE: You can shoot anyone you see for 2, but you need to roll to hit (doesn't that suck?!). You can do this again after you write 'MEGA MISSILE' ten times on a piece of paper.

Here's your advancement:

For every 4 props, you get 1 hit. Also, your MEGA MISSILE does 1 more point of damage, and you need to write MEGA MISSILE one less time before you can cast it again.

Roll 1d4 twice for your wizard's name:

- | | |
|----------------------|----------------------|
| 1: Merlin | 1: the Enchanter |
| 2: Nestophelusustrys | 2: Blastmaster |
| 3: Chuck | 3: Spellguy/Spellgal |
| 4: Valeria | 4: Telemacholynolus |

You are a PRIEST!

Say your prayers.

Your stats are:

- Fight: 3
Dodge: 5
Hits: 5



You can cast GET BETTER!

GET BETTER: You can heal anyone you touch for 2. You can do this again after you write '___ is the best' ten times on a piece of paper. ___ is the name of your god.

Here's your advancement:

For every 4 props, you get 1 fight and 1 hit. Also, your GET BETTER heals 1 more, and you need to write '___ is the best' one less time before you can cast it again.

Roll 1d4 twice for your priest's name:

- | | |
|------------|-------------|
| 1: Brother | 1: Tuck |
| 2: Ken | 2: Bandaid |
| 3: Friar | 3: Lovelace |
| 4: Lady | 4: Justice |

Roll 1d4 for your priest's god:

- 1: Zoos
- 2: Goathead
- 3: Greybeard
- 4: Ungaadreclyculiois

You are a THIEF!

Stick them in the ribs!

Your stats are:

- Fight: 3
Dodge: 5
Hits: 4



For every point you hit by, you do 1 more damage.

Here's your advancement:

For every 4 props, you get 1 fight and 1 hit.

Roll 1d4 twice for your thief's name:

- | | |
|-----------|------------|
| 1: Lucky | 1: Fingers |
| 2: Shadow | 2: Sneaks |
| 3: Sneaky | 3: Stabber |
| 4: Jen | 4: Leone |

FIGHTING

Take turns in alphabetical order. The attacker rolls 1d10 to hit the defender's dodge. The attacker deals his fight in damage. Once someone has 0 hits, they are unconscious. If they have less than 0 hits, they are dead.

DICE COMMANDER'S SECTION

Don't read this unless you are the DC.

If the peons kill your creatures, you give them props. Make the peons feel like they are doing great, and then kill them with too many creatures.

CREATURES

Bugbear

Fight: 3
Dodge: 4
Hits: 3
Props: 1

Bugbears are ugly and they hate characters.

Dragon

Fight: 5
Dodge: 6
Hits: 12
Props: 3

Dragons can fly. They can breathe fire on anyone they can see for 4, but they have to roll to hit.

Grue

Fight: 3
Dodge: 4
Hits: 6
Props: 4

A Grue's Fight and Dodge double if it's dark.

Vampire

Fight: 3
Dodge: 6
Hits: 6
Props: 4

If a Vampire hits, it heals the damage it does.

Unicorn

Fight: 2
Dodge: 7
Hits: 2
Props: 2

Unicorns are kind of lame.

TREASURE

Sword: +2 Fight (wizards and priests can't use it)
Dagger: +1 Fight
Shield: +1 Dodge (wizards can't use it)
Wand: Lets you cast 2 MEGA MISSILES without writing.
Metal Armor: +2 Dodge (wizards and thieves can't use it)
Leather Armor: +1 Dodge (wizards can't use it)
Club: +1 Fight (wizards can't use it)

Torch: Makes it light.

Bow and arrow: (You can try to hit anyone you see for 3. Wizards and priests can't use it)

Potion: You heal for 1d4.

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