

# Global

Yabec1-4

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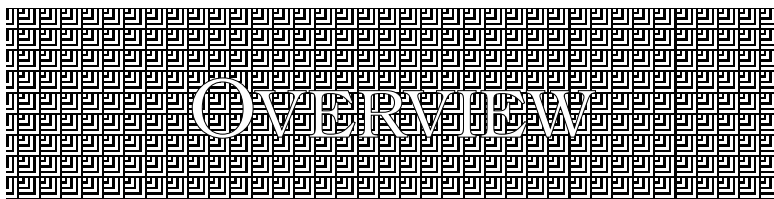
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Global covers broad aspects of the system, such as Environment systems, Life & Death, and common Miscellaneous.

This chapter covers the basic outline of the system, including it's foundational pillars, and the role of the other booklets.

## Booklets

This game is split into X booklets, so that game info can be easily shared at a table.

### Global

Contains information on the system-wide mechanisms, such as distance, experience, and damage.

### Adventure

The core game rules, for exploring and dying in dungeons.

### Character

Instructions for character creation, and description of character classes.

### Gear

Lists of items available to purchase, and their effects.

### Magic

Instructions for spell casting. Lists of spells, and their effects.

### Downtime

Variety of non-dungeon activities, mostly played solo, or with one player and the Dungeon Master

### Dungeon Master

Instructions and resources for the Dungeon Master.

### Monster

List of monsters and their abilities.

## Player Roles

It's useful to have some players assume certain roles.

### Score Keeper

The score keeper keeps track of the XP gained during the session. See page 14.

### Playing without a score keeper

The Dungeon Master can award milestone XP per session or per goal, or act as score keeper.

### Mapper

At least one player should draw a map of the area based on the Dungeon Master's description. See Adventure page 14.

### Playing without a mapper

The players will get lost eventually.

### Caller

In many situations, the players may wish to discuss a long time before taking an action. In such case, they might wish to appoint an official person to declare the actions of the party. They act only as a messenger, communicating the intent of the individual players.

### Playing without a caller

The Dungeon Master can assume reasonable actions for players, such as to follow the group, even when they don't directly state so.

## Philosophy

I see all trpgs as essentially equal. I see system as a way to support the feel of a game. This is the system I wrote to support my first major game after the pandemic.

### Old School Renaissance

This is essentially a hack of B/X. I stated running vintage modules after playing in a game with **Old School Essentials**.

I found myself moving away from vintage modules and rules. I wrote this rule set to support an OSR style game.

### Chunked

The rules should be easy to run, making more room for the real game.

Players don't need to read the entire rule book. Instead, byte sized chunks can be taught quickly, without breaking the flow of the game.

### Setting

This game is intended to be

- ▶ a west-marches dungeon-crawler
- ▶ run by a Dungeon Master
- ▶ set in sword and sorcery
- ▶ played in 3-6 hours hour sessions
- ▶ have one or more groups that meet regularly
- ▶ have a campaign that lasts several months

- ▶ Have Characters both level up and die frequently
- ▶ Have a world and characters that develop over time

### Dungeon

The dungeon is a restricted environment in which play happens. The game is optimized to work in that environment.

# Pillars

This game is actually many games, woven into each other with narrative.

## Role Play

Conversation with collaborative imagination.

## Skills

Roll a target number in order to be able to do something.

## Combat

Reduce the enemy's resources before they reduce yours.

## Puzzles

A complex problem with no clear solution. Each spell and item is a tiny solution, looking for a problem.

## Inventory

Resources are limited; what will you do with them?

## Exploration

The players develop a sense of discovery for this world, mapping and learning it for themselves.

## World Building

World building is not just for the referee. As players advanced they're encouraged to develop their characters beyond their stats and abilities.

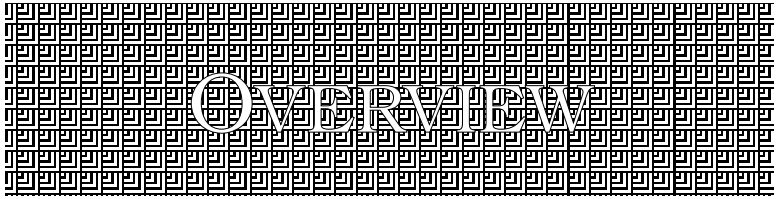
Players can do a great deal to fill in the details of their town and world.

## Power Levels

Slowly leveling up, growing in power, and beginning domain management.

## Solo Play

Players may individually think through problems and do down time. They might also do additional role play outside of the group.



This chapter covers how to track light, distance, and similar environment elements.

## Time

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Time is measured in rough measurements tied to game mechanics. The actual game time is up to the Dungeon Master.

**TURNS:** Basic unit of game play. Often about ten minutes.

**ROUNDS:** Each turn can be split into 10 rounds.

**WEEK:** Each session players get a loose “week” for Downtime.

## Distance

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There are two methods, squares and steps, which are employed at different times.

### Step

Three steps is from one room to another. That is:

- 1 Moving to a door.
- 2 Crossing a threshold.
- 3 Moving within a room.

The following also count as one step:

- ▶ Traversing stairs or a ladder.
- ▶ Traversing a simple obstacle.
- ▶ Traversing between two zones in a large area.
- ▶ Traveling about 4 squares.

### Squares

Count the number of map squares. The Dungeon Master will announce the size of the squares on each level, which is often 10’.

### Feet

Distance is rarely measured in feet, especially in spell descriptions.



## Zone

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Ranges and other relative locations, are split into four zones.

**TOUCH:** In the same square.

**CLOSE:** Throwing distance, about 3 squares.

**DISTANT:** Speaking distance, about 9 squares.

**SIGHT:** Anything that can be seen (up to 3 miles in ideal conditions).

## Noise

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There are three volumes of noise: **Silent**, **Quiet**, and **Loud**.

### Loud

**Loud** noises are always heard up to three **Steps** away.

**Loud** noises cause nearby monsters to check **Observation**.

A **Loud** noise may be sword banging against a shield, or yelling.

### Extreme

Extremely loud noises, such as a horn or whistle, can be heard on the whole dungeon level.

### Quiet

**Quiet** noises are always heard up to one **Step** away, and may heard up to three **Steps** away, when listening.

**Quiet** noises cause alerted monsters to check **Observation**.

Creatures can **Silence** a **Quiet** noise with a successful dexterity check.

A **Quiet** noise may be speaking, or walking.

### Silent

If something is **Silent**, it produces effectively no sound.

A **Silent** noise may be an imperceptible footstep, or a whisper.

# Light

There are three **Light Levels**: **Dark**, **Dim**, and **Bright**.

## Dark

The darkness is pitch black, completely preventing sight. May impose **Blindness**.

## Dim

Allows some details to be seen, but prevents reading or recognizing details.

## Bright

Allows full recognition of details and reading. Bright also disables infravision (see below)

## Light Power

A light source casts **Bright** light for a number of squares equal to its **Light Power**, and dim light for the same number of squares beyond that.

Source	Power
Candle	1
Lantern	2
Magic	2
Torch	3

## Blind

Creatures that are unable to perceive their surroundings are **Blind**.

Most creatures are **Blind** when in the **Dark**, but some have **Infravision**, or are able to navigate purely by smell.

**Blind** creatures are **Status**, but may move one random **Step**, each round.

## Marching Order

Holding the light source anywhere other than the front reduces its **Light Power** by one.

## Burn

When the Dungeon Master announces **Burn**, lanterns will need a new flask of oil, and torches will burn out (see Dungeon Master page Error: Reference source not found).

Candles do not suffer from **Burn**, instead always burning for exactly one session.

Magical light does not burn.

## Infravision

Most monsters and some demihumans have special vision that allows them to see in the dark.

They see the heat energy that radiates off of **Distant** and closer living things.

It is not possible to read in **Dark** or **Dim** with infravision.

When a creature with infravision stands in **Bright Or Dim**, they are **Blinded** for one round, and their infravision is disabled until they spend a full turn in the **Dark** reacclimating.

# Status

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**Status** results from **Blindness**, **Hold Person**, and many other conditions. It is almost completely restrictive.

Attacks against statuses creatures always succeed.

Status creatures can not:

- ▶ Move.
- ▶ Make attacks.
- ▶ Cast spells.
- ▶ Use magic items.
- ▶ Use class skills.

Status creatures may:

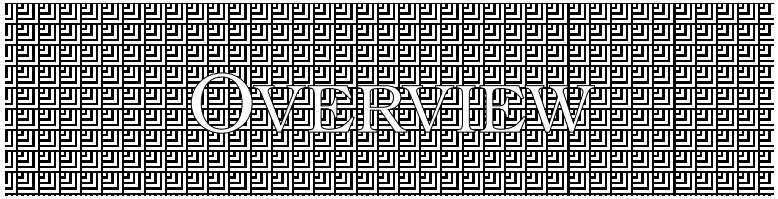
- ▶ Hear and speak.
- ▶ Make saving throws.
- ▶ Take actions, if any, granted by the source of the paralysis.

<b>Override</b>
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The source may override part of the normal penalties. If so, other penalties still apply.

Apply the most restrictive **Status** available.





This chapter covers experience points (XP) and how their awarded.

## Score Sheet

One player acts as score keeper (see page 4). They keep a written list of scores. A score is something that awards XP.

At the end of the session, the score keeper will confer with the Dungeon Master to establish the total amount of XP.

XP is divided evenly between all surviving characters. between all surviving characters. The score keeper will announce the final amount gained.

### Prime Requisite

Each class has one or two prime requisites, which grants bonus XP for having a high score.

Characters with at least a 9 in one prime requisite gain 5% extra XP.

Characters with at least a 9 in both gain 15% extra XP.

### Minions

If players are 2nd level or higher, their Minions gain the same amount of XP.

## Scores

### Treasure

Recovering treasure from a dungeon scores 1 XP per 1 cp value of the treasure.

Recovering a magic item scores 1000 XP.

### Defeated Monsters

Defeating monsters scores XP based on their HD, plus a bonus for each special ability. e.g. a 2+2 HD monster with an ability is worth 35 XP.

HD	Base	Bonus
<1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5, 5+	200	150
6, 6+, 7	300	250
7+, 8, 8+	650	550
≥9	1000	700

### Goal

Achieving a goal scores 100 XP per character involved.

### Session Report

Writing a session report scores 100 XP for the writer.

### Mapping

Mapping a complete dungeon level scores XP equal to 1000 times the depth of the level.

## Leveling Up

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When a character gains enough XP to reach the next experience level, the player consults the character's class and notes any improvements in saving throws, AV, spells, etc.

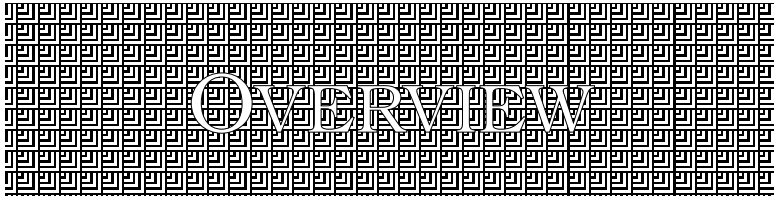
They also roll their health (see page 18).

### **One Session Maximum**

Characters cannot advance more than one level in one session. Any additional XP that would take a character two or more levels above their current level are lost, leaving the character at 1 XP below the total for the next level.







This chapter covers health points, and losing them.

## Health Points

Health points (HP) represents the ability withstand injury.

### Health Die

Health dice are used to determine HP. Each class has a different health die. Monsters have a d8 health die.

### Rolling Health

When when leveling up, roll a number of hit dice equal to your level. Add the bonus from **Constitution** times your level. If the new total is greater than your current, it becomes your new HP.

## Damage

Damage represents injuries, exhaustion, and wear.

### Slain

When a creature takes damage equal to or greater than its HP, it is slain.

**Slain** Minions and Monsters die. **Slain** player Characters are **Near Death** (p20); If not healed within one turn, they die.

### Destruction

If a **Slain** by a fire, explosion, or magic, Characters instantly die, and items are destroyed.

Magic item have a chance of miraculously surviving.

### Subdual

If the final attack on a creature is made with a blunt weapon, they can be left non-lethally incapacitated, and status until a **Shift**.

### Item Damage

Some items can become damaged. Items with four or more damage break completely. Magic items are immune to damage.

Each point of damage incurs a penalty:

- **WEAPONS:** -1 to damage.
- **ARMOR:** +1 to AC.
- **OTHER:** -1 to any other rolls made with it.

Dwarves are able to repair items. See Downtime page 18.

## Healing

Healing removes damage.

### Natural Healing

One week of Downtime heals 2d6.

### Bandaging

Bandages can be applied to an injuries less than 3 turns old.

Make an **Intelligence** check. If you succeed, heal 1d6.

**RESTRICTION:** Bandaging takes one turn, and consumes a bandage. Each injury can only be bandaged once.

You may bandage yourself.

### Magical Healing

Magic potions or spells can provide instantaneous healing.

When magically healing an slain character, they dismember with advantage.

## Saving Throws

All characters and monsters can make saving throws to avoid the full effects of certain magical or special attacks.

### Categories

There are five saving throw categories:

**DEATH (D):** When targeted by a death ray or exposed to poison.

**WEIRD (W):** When exposed to radiation or other worlds.

**PARALYSIS OR PETRIFICATION (P):** When targeted by an effect that paralyses or turns to stone.

**BLAST (B):** When targeted by dragon breath or explosions.

**SPELLS OR MAGIC (S):** When targeted by a baneful spell or an effect from a magic item.

Each character class has its own table denoting the saving throw values of characters of each experience level. Monsters have their own table. (See p)

### Checking

You succeed if  $d20 \geq \text{save value}$ .

Success against an effect that causes damage means that the damage is halved. Otherwise, the effect has been entirely avoided or negated.

# Near Death

Between life and death there is a terrible void. Standing on that threshold, one is blinded by light from both sides.

Death

After a full turn near death, Characters die. If they receive any healing, they instead roll dismemberment

Bonus

Once each round, near death Characters can give advantage to a **Close** ally on one roll.

Dismemberment

When near death Characters are healed, roll d20. Subtract your **Constitution** score. Reference the table. If they survive, they heal 1.

Result	Dismemberment
≤1	Unharmed
2	Broken rib: -1d4 <b>Constitution</b>
3	Bone fracture: -1d4 <b>Strength</b>
4	Torn muscle: -1d4 <b>Dexterity</b>
5	Concussion: -1d4 <b>Wisdom and Intelligence</b>
6-7	Lost eye.
8	Lost arm.
9	Broken leg: +2 AC.
≥10	Dead

# After Death

Burial

Simple burial prevents the body from being reanimated.

Temples will bury and bless the dead for free.

Cremation of the body prevents resurrection.

Rites

If a cleric uses one turn to preform a blessing, the soul will pass peacefully.

When funerary rites are preformed, the character sheet must be ripped up.

Inheritance

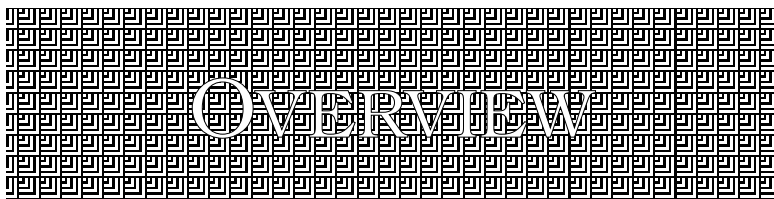
When a character dies, their companions can either loot the body, or abandon it in the dungeon.

Money and items stored in town will be subject to a 15% estate tax to local government or temple, and then inherited by the next of kin or listed heir.

Resurrection

Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities.

Each time a character is returned, their **Constitution** is reduced by 1.



This section covers rule that don't fit in the other categories.

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## Rounding

When not otherwise specified, round down.

## Item Slots

In order to pick up an item, the character must have free inventory slots to carry it.

► **MOST OBJECTS:** one slot.

► **HEAVY OBJECTS:** Such as plate armor, and two handed weapons; two slots.

► **STACK ITEMS:** Items such as torches and coins can **Stack** five items to one slot.

► **PERSON OR BODY:** Three slots.

### Number

A player character has a base of five item slots, plus a bonus from their strength. See Character page 4.

Backpacks, and some class abilities grant additional slots.

Minions also have item slots.

### Encumbrance

Becoming encumbered doubles a creatures item slots.

Encumbered creatures are **Status**, but make attacks with disadvantage, and move at half speed.

### Horses

A horse can carry a person and their items. If a horse is not ridden, it has twenty item slots, and can pull a cart or wagon.

A passenger and their inventory occupies thirteen slots when inside a cart or wagon.

## Abilities

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There are six abilities:

**Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.**

They're rated from 3, the worst, to 18, the best.

### Checking

The Dungeon Master may use a character's ability scores to determine success in a task.

You succeed if  $d20 \leq \text{ability score}$ .

### Low Ability Score

If a character has an ability score reduced to less than three, they die.

## Abandonment

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When a character has sustained significant injuries, such as a major curse, having multiple scores reduced below 7, or losing both eyes, they can be abandoned.

Abandonment characters can leave 50% of their gear to a new adventure, which can begin one level below the abandoned character.

# Weapons

Blunt

Can be used to subdue. Required for clerics.

Fired

Used to make ranged attacks. Consumes ammo.

Charge

Doubles damage after moving in a 20’ straight line. Triple damage when mounted. Also melee.

Fragile

After dealing the maximum damage, the weapon takes 1 damage.

Melee

Usable in melee.

Slow

The round after making an attack, the wielder can not attack, make stunts, or cast spells.

Splash

Damages all targets in a square.

Thrown

Can be thrown as a ranged attack to a **Close** target.

Two-handed

Requires both hands; the character cannot use a shield; occupies two item slots.

Weapon	Dam	Properties
Battle Ax	d10	melee, slow, two-handed, fragile
Bow	d8	fired, fragile, melee
Sword	d4	blunt, melee
Club	d10	fired, slow
Crossbow	d10	fired, slow
Dagger	d4	melee, thrown
Flail	d10	melee, blunt, two-handed, slow, fragile
Great Ax	d12	melee, fragile, two-handed
Great Sword	d12	melee, slow, two-handed
Hand Ax	d6	melee, thrown, fragile
Holy Water	d8	splash, thrown
Javelin	d4	thrown
Lance	d8	charge, slow
Long Bow	d8	fired, two-handed
Mace	d6	blunt, melee
Oil, Burning	d8	splash, thrown
Pole Arm	d10	melee, slow, two-handed
Scatter	d4	fired, slow, splash, fragile
Crossbow	d6	fired, two-handed
Short Bow	d6	melee
Short Sword	d4	blunt, fired
Sling	d6	charge, thrown
Spear	d6	blunt, melee, two-handed
Staff	d8	melee
Sword	d4	blunt, slow, melee
Torch	d8	blunt, melee
War hammer	d8	blunt, melee

(not all weapons available for purchase)



## Advantage

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When making a roll with advantage, roll twice and take the better.

### Disadvantage

When making a roll with disadvantage, roll twice and take the worse.

## Merit

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Some Downtime activities grant merit. Once Warm Up finishes, a character's merit (if any) is reduced to their level.

### Boons

Boons are enchantments that attach to one's aura.

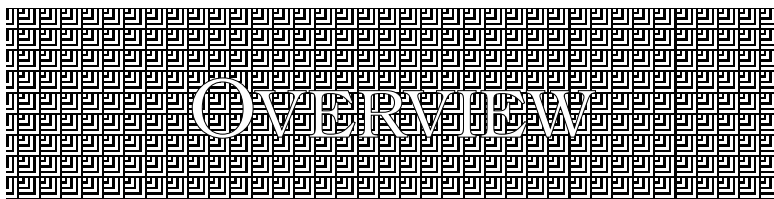
A boon occupies an item slot, but can not be transferred or stored.

Once a boon is used, it is destroyed.

A boon can be discarded at anytime.

Boons can be bought with **Merit**, while performing certain Downtime activities.





Full table of contents for the entire system, up to heading 5.

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