Yabec

yet another basic/expert clone

Yabec started as a way to codify the Old School Rennessance mix I was running at my table. It now is an open source project for others to work from.

.git/index.html

.gitmodules/index.html

README.html

core/index.html

ignore/index.html

index.html

markury-book/index.html

• fixed dismemberment. +mistake

• Tweaks to various downtime. +mistake +forgiving +simple

Changes

This seciont is directed at players of my game.

Changes fall into four broad catagories:

1. Making the game simpler and easier to run, play, and write.

2. Giving playes more agency.

3. Making the early game more forgiving and transperent.

4. Correcting mistakes (e.g. dismemberment getting worse with higher con)

These are the most significant changes since the last major version:

• The formatting is all different. This makes it easier for me to manage on the back end. +simple

• phases (e.g. town, delving) are now player controlled, and there can be more than one per session. +player agency.

• travel is calculated by one person (like you already have been doing) +simple

• Items are in a single list. (advanced items will return at specific in-world shops in the future) +simple

• Hazards are now described in the player-facing rules. +transparent

• Movement is now tracked in zones (i.e a room or hallway) instead of steps or squares. +simple

• Chases are now encorperated into conflict, instead of being submodules. +simple

• max HP at first level. +forgiving

• tweaks to classes. Mostly good things, like getting abilities sooner or more often. +simple +forgiving

• simplified stealth. +simple

Direction

Yabec is under construction! The rules section is mostly finished.

A lot of effor has been put into develoing a new workflow with markdown and weasyprint. This solution is dynamic and enables me to include a greater variety of functions. See (markuary book)[https://github.com/AVDambeck/markury-book]

Game data is stored either directly in markdown, or markdown is genorated via python. Then that markdown is converted to html, mixed with css, and rendered into a pdf for printing.

There are three intended distribution points: 1. Raw markdown: intended for nerds who want to fork yabec. 2. Print, via pdf: to be used at game tables. 3. Hypertext: for web.

Features

what kind of system is yabec? what can you expect?

- 4 basic classes, plus lots of extras

- Apocolypse style player sheets (coming soon)

- b/x math

- hazard die

- relative distances and zones

- mapping guides

- player roles

- object oriented hooks for bite sized rules

- dynamically linked item and spell info (coming soon)

Printing

Yabec is designed to exist at a physical game table in a bunch of little notebooks. Under the distribution dir, there are print files for each of these booklets.

Yabec

Yet Another Basic/eXpert Clone is a open source dragon game.

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1. Index

character/index.html

extended/index.html

index.html

magic/index.html

rules/index.html

Overview

This booklet covers character classes and minions.

This chapter covers the process of creating a character, and attributes which apply to all characters.

Basic covers the core classes. Advanced and Demihuman cover more complex classes for returning players.

For rules on spell casting, see Magic.

For rules on equipment, see Items.

1. Index

2. Basic Character Creation

Choose one of the premade character playbooks.

Reccomended for first time players.

3. Manual Character Creation

Get a sheet of paper, or print out a character sheet, to record all of your cracter's details.

1. Ability Scores

Choose either one of these arrays, and assign them however you like to the six stats *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*.

- 13, 13, 11, 11, 9, 9

- 16, 13, 10, 8, 6, 5

Optional: Rolling ability scores.

If you wish, you can instead roll 3d6 six times to create a new array.

2. Choose a Class

There are many classes to choose from. Make sure you meet the requirements for that class.

Unless you choose a Demihuman class, you are a human.

3. Determine Statistics

Make sure you have the page for your chosen class available.

- Your HP (health points) is equal to the maximum value of your class's Health Die.

- Your AV (attack value) is on your class's progression table.

- Your saving throws are on your class's progression table.

- Note class abilities, and choose spells.

- Note the bonuses, or penalties, from your ability scores. See page X.

4. Choose Alignment

Choose whether you are Lawful, Neutral, or Chaotic. See p5.

5. Note XP and Level

Characters start at 1st level with 0 xp.

6. Money

Start with 3d6x10 cp. Buy items from the basic item list. Each class also provides suggested collections of items, and their price.

4. Ability Scores

1. Strength

Attack: Bonus to AV.

Damage: Bonus to melee weapon damage.

Score	Attack	Damage
3	+3	-3
4-5	+2	-2
6-8	+1	-1
9-12	0	0
13-15	-1	+1
16-17	-2	+2
18	-3	+3

2. Dexterity

Armor: Bonus to AC.

Score	Armor
3	+3
4-5	+2
6-8	+1
9-12	0
13-15	-1
16-17	-2
18	-3

3. Constitution

Health: Bonus HP. Apply each level.

Slots: Bonus item *slots*.

Score	Health	Slots
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	0	0
13-15	+1	+1
16-17	+2	+2
18	+3	+3

4. Intelligence

Language: Number of langugages known, in addition to those from your class.

Score	Language
3	speak only in mimicry
4-5	none
6-8	none
9-12	none
13-15	1
16-17	2
18	3

5. Wisdom

Bandage: Bonus healing when applying a bandage.

Score	Attack
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

6. Charisma

Reaction: Applies to various interactions.

Minion: Maximum number of minions.

Loyalty: Starting loyalty of hirelings.

Score	Reaction	Minion	Loyalty
3	-2	1	4
4-5	-2	2	5
6-8	-1	3	6
9-12	0	4	7
13-15	+1	5	8
16-17	+2	6	9
18	+2	7	10

5. Alignment

Beneath the surface of everyday life, two primeval forces mingle. Their servants favor either the cosmic order, or the advent of a new one. Some find themselves neutrally or unaligned, choosing for their own ends, or for the end of balance.

1. Magic

Magic affects creatures differently depending on alignment. Divine spellcastes need to be especially aware of their alignment.

2. Alignment Language

Creatures automatically recognize a certain set of gestures, signs, and code words, pertaining to their alignment. This allows creatures of common alignment a measure of communication.

Creatures of a different alignment are likely to recognize an alignment language being spoken, but will not understand its content.

3. Revealing Alignment

Players must reveal their alignment to the dungeon master, but are not required to reveal to each other.

4. Role Playing Alignment

If the character acts too far out of their alignment, the referee may require them to change their alignment and suffer a penalty.

6. Monstrous

Monstrous characters face additional challenges:

• They are not welcome in urban areas unless accompanied by a human, elf, or dwarf.

• They can not employ human hirelings.

• They do not automatically know the common language.

• They have a -2 to reaction rolls with non-monsters.

• When in sunlight, they have a +1 to AC, and AV.

Demihuman

Demihumans are creatures such as dwarves and elves.

1. Animal Kin

There are hundreds of kinds of animalkin: tigerkin, oscolotkin, wolfkin, antkin, eaglekind, and many more. They are natural creatures, seeing more incommon with the beasts, than the civilization they often find themselves within.

Progression							
Lv	XP	AV	D	W	P	B	S
1	0	19	12	13	13	15	15
2	4k	19	12	13	13	15	15
3	8k	19	12	13	13	15	15
4	16k	17	10	11	11	13	12
5	32k	17	10	11	11	13	12
6	64k	17	10	11	11	13	12
7	120k	14	8	9	9	10	10
8	250k	14	8	9	9	10	10
9	400k	14	8	9	9	10	10
10	600k	12	6	7	8	8	8

1. Animal Traits

Choose animal traits fitting for the type of animal you are. Each has a point cost, and many have prerequisites. At first level, you gain 7 points. you gain 2 points each level after that. You can only choose traits while leveling up, or during character creation.

Armoror: 1 point. You can wear leather, chain mail, and barding. **Archer:** 1 point. You can use thrown and fired weapons. **Aquine:** 1 point. Waterbreathing and swimming **Berserker:** 4 points. 9 constitution. While while you have damage equal to or greater than 50% of your health, your AV is reduced by 4. **Blade Weapons:** 2 point. You can use non-blunt melee weapons. **Blunt Weapons:** 1 point. You can use blunt weapons. **Caratine:** 1 point. 9 constituton. You have a base AC of 5 while not wearing armor. **Hungry:** Once per session, round eating a ration to heal 1d6+1. **Infravision:** 3 point. 9 wisdom. **Keen Hearing:** 1 point. 9 wisdom. +1 to check doors **Keen Smell:** 3 point. 9 constitution. Kobold have a +1 to check doors. You're able to track via sent. **Large Natural Weapon:** 4 points, 9 Strength. d10 damage, melee, and slow. **Leap:** 4 points. 9 dexterity. can jump 15' in one bound, and 10' vertically. If leap immediately before making a melee attack, get a -2 bonus to AV. **Monsterous:** 3 points. HD becomes a d12. Become *monsterous*. **Nature's Favor:** 5 points. 9 charisma. do not need to consume rations when Traveling. get +1 healing when receiving healing from a druid. **Nine Lives:** 7 points. A total of nine times, choose to roll a 30 on *dismemberment*. **Pack Animal:** 1 point. +2 item *slots*. **Pack Hunter:** 2 points. 9 charisma. Once per *turn*, when an ally *hits*, your next *attack* against them *hits* automatically. **Small Natural Weapon:** 2 points, 9 Dexterity. d4 damage and melee. **Sneaky:** 3 points. 9 dexteiry. Roll a d6 for *stealth*. **Speak with one kind of animals:** 3 points, 9 charisma. as though by a Speak with Animals spell. See Magic 36. **Spider Climb:** 5 points. Climb sheer surfaces. Make a dexterity check ever 100', and whenever you take damage. **Tough:** 2 points. 9 constitution. dismember with a advantage. Wings: 8 points. 13 Strength. You can fly.

2. **Dwarf

Requirements:** Minimum constitution 9

Prime requisite: Strength

health die: d8

Maximum level: 12

Armour: Any, shields

Weapons: Any

Languages: Alignment, Common, Dwarvish

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds. They live underground and love fine craftsmanship, gold, hearty food, and strong drink. Dwarves are known for their stubbornness and practicality.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	11	12	14	16	15
2	2.2k	19	11	12	14	16	15
3	4.4k	19	11	12	14	16	15
4	8.8k	17	11	12	14	16	15
5	17k	17	9	10	12	14	12
6	35k	17	9	10	12	14	12
7	50k	14	9	10	12	14	12
8	70k	14	6	10	12	14	12
9	140k	14	6	7	9	11	9
10	400k	12	6	7	9	11	9
11	530k	12	6	7	9	11	9
12	660k	12	3	7	9	11	9

2. Detect Construction

When searching, dwarves also detect new construction, sliding walls, sloping passages and other stone architectural features. See Error: Reference source not found, page 8.

3. Infravision

Dwarves have infravision. See Global p10.

4. Tough

Dwarves dismember with a advantage. See Global, page 20.

5. Berserker

While a dwarf has damage equal to or greater than 50% of their health, their AV is reduced by 4.

6. After Reaching 9th Level

A dwarf has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under their roof. Dwarves from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A dwarf ruler may only hire dwarven mercenaries. However specialists and hirelings of any race may be hired.

3. Elf

Requirement: Intelligence 9

Prime requisite: intelligence and strength.

health die: d6

Maximum level: 10

Armour: Any

Weapons: Any

Languages: Alignment, Common, High Elvish, Low Elvish, Sylvan

Elves are fey demihumans with pointed ears. They weigh about 150 pounds and are between 6 and 7 feet tall. They live hundreds of years; Humans seem like animals to them.

| Progression | | Lv | XP | AV | D | W | P | B | S | | 1 | 0 | 19 | 12 | 13 | 13 | 15 | 15 | | 2 | 4k | 19 | 12 | 13 | 13 | 15 | 15 | | 3 | 8k | 19 | 12 | 13 | 13 | 15 | 15 | | 4 | 16k | 17 | 10 | 11 | 11 | 13 | 12 | | 5 | 32k | 17 | 10 | 11 | 11 | 13 | 12 | | 6 | 64k | 17 | 10 | 11 | 11 | 13 | 12 | | 7 | 120k | 14 | 8 | 9 | 9 | 10 | 10 | | 8 | 250k | 14 | 8 | 9 | 9 | 10 | 10 | | 9 | 400k | 14 | 8 | 9 | 9 | 10 | 10 | | 10 | 600k | 12 | 6 | 7 | 8 | 8 | 8 |

1. Detect Secret Doors

Elves have keen eyes that allow them to occasionally detect hidden and secret doors without searching.

2. Keen Hearing

Elves have a +1 to check doors

3. Arcane Magic

See Magic for full details.

Spell Book: Elves must carry a spell book to use magic.

Spell casting: Elves carry spell books containing the formulae for arcane spells. The table shows the number they may memorize, determined by the character's experience level. Elves have the same spell list as wizards, found on Magic page 12.

Magic Progression

| Lv | 1 | 2 | 3 | 4 | 5 | | 1 | 1 | 1 | - | - | - | - | | 2 | 2 | 1 | - | - | - | - | | 3 | 2 | 1 | 1 | - | - | - | | 4 | 2 | 2 | - | - | - | - | | 5 | 2 | 2 | - | - | - | - | | 6 | 2 | 2 | 1 | 1 | - | - | | 7 | 3 | 2 | 2 | 1 | 1 | - | | 8 | 3 | 3 | 2 | 2 | - | | 9 | 3 | 3 | 2 | 2 | 1 | 1 | | 10 | 3 | 3 | 3 | 3 | 2 |

4. Immunity to Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

5. After 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves.

4. Halfling

Requirements: Minimum constitution 9, minimum dexterity 9

Prime requisite: Dexterity and strength

health die: d6

Maximum level: 8

Armour: Any appropriate to size, including shields

Weapons: non-two-handed, short bows.

Languages: Alignment, Common, Halfling

Halfling are small domestic demihumans. They weigh about 50 pounds and are around 3' tall. They are little known to most humans, and live quite lives in the country side. Though, in some areas, they are interwoven with elven society, where they are respected but servile.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	8	9	10	13	12
2	2k	19	8	9	10	13	12
3	4k	19	8	9	10	13	12
4	8k	17	6	7	8	10	10
5	16k	17	6	7	8	10	10
6	32k	17	6	7	8	10	10
7	64k	14	4	5	6	7	8
8	120k	14	4	5	6	7	8

2. Defensive Bonus

Halflings gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

3. Sneaky

A halfling rolls a d6 for *stealth*. See Global p9.

4. Keen Hearing

Halflings have a +1 to check doors. See Adventure, page 9.

5. Missile Attack Bonus

Halflings have a -1 bonus to AV when using ranged or thrown weapons.

6. Lucky

Once per session, a halfling can gain advantage on any one roll.

7. Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form a new community of halflings. Halfling communities—called Shires—are typically located in countryside of little rivers and hills. The leader of the community is called the Sheriff.

5. Kobold

Requirements: Three scores ≤ 8. Chaotic.

Prime requisite: Strength

health die: d4

Maximum level: 8

Armour: Leather, Chainmail, Shield

Weapons: non-two-handed

Languages: Alignment, Kobold

Kobold are canid creatures that dwell in caves. They stand 3'-4', but often walk on all fours.

Monstrous: Kobold are monstrous. See p5.

1. Progression

Lv	XP	TH0	D	W	P	B	S
1	0	19	16	14	14	14	14
2	2k	19	16	14	14	14	14
3	4k	19	14	12	12	12	12
4	8k	17	14	12	12	12	12
5	16k	17	14	12	12	12	12
6	32k	17	12	10	10	10	10
7	64k	14	10	8	8	8	8
8	120k	14	10	8	8	8	8

2. Keen Smell

Kobold have a +1 to check doors. See Adventure, page 9.

Kobold are able to track via sent.

3. Speak with Dogs

Kobold are able to speak with dogs and other canine as though by a Speak with Animals spell. See Magic 36.

4. Natural Weapon

Kobold can use their bite as a natural weapon. It has a d4 damage die, and melee.

5. Defensive Bonus

Kobold gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

6. Infravision

Kobold have infravision.

7. Sneaky

A kobold rolls a d6 for *stealth*.

8. Nature's Favor

Due to their ability to forage, kobold do not need to consume rations when Traveling.

Kobold get +1 healing when receiving healing from a druid or warlock, including bandaging.

9. After reaching 5th level

A kobold can take over a cave as a dwelling. 3d6 kobold swear loyalty to the new chieftain.

Items

1. Gear

Item	Cost
Antidote	20
Arrows (5)	3
Backpack	10
Bandage	2
Caltrops (1 bag)	10
Chalk	1
Holy Symbol	25
Iron Spikes (5)	1
Karosene (1 flask)	2
Lighter	3
Mallot	1
Mirror	10
Pole (10')	1
Ration	1
Rope (50')	1
Sack	1
Sling Stone	0
Thieves' Tools	25
Torches (5)	1
Travel Kit	25
Whisle	3

Antidote

Herbal remedy. Can stop some poisons.

Arrows (5)

Ammo for both bows and crossbows. *small*.

Backpack

Wearing a backpack grants five additional *slots*, while occupying no slot. Wear only one at a time.

Bandage

Used to treat injuries. *small*.

Caltrops (1 bag)

One bag covers a 10' diamtere. Crossing deals 1d4 damage and reduces movement. *small*.

Chalk

Makes temporary marks. 10 uses. *small*.

Holy Symbol

Divine spellcasters are required to carry a symbol of their diety.

Iron Spikes (5)

Can be used with mallot to anchor ropes or hold doors. *small*.

Karosene (1 flask)

Used to fuel lanterns, and as a fire bomb. *small*, *splash*, *thrown*.

Lighter

Lights flammable material. *small*.

Mallot

Can be used to drive spikes. *small*.

Mirror

Reflective surface. Useful for looking around corners and redirecting gaze attacks.

Pole (10')

2" thick, 10' long. Made of wood. Useful for probing.

Ration

Preserved food for long journeys. *small*.

Rope (50')

Can hold the weight of three humans.

Sack

Can hold 100 coins or gems.

Sling Stone

Slings throw stones found anywhere.

Thieves' Tools

Leath pouch containing various tools including: lock picks, lever bar, shims, file, twine, narrow scissors, pliers, wire

Torches (5)

Burns for about 6 *turns*. *small*.

Travel Kit

A collection of essential adventuring gear including: compass, clock,

Whisle

Makes a *loud* noise when blown. *small*.

2. Weapons

Item	Cost	Dam	Properties
Battle Ax	7	d10	melee, slow, two-handed, fragile
Club	3	d4	blunt, melee
Crossbow	30	d10	fired, slow, two-handed
Dagger	3	d4	melee, thrown
Hand Ax	5	d6	melee, thrown, fragile
Karosene (1 flask)	2	d8	small, splash, thrown
Long Bow	50	d8	fired, two-handed
Mace	5	d6	blunt, melee
Short Bow	5	d6	fired, two-handed
Sling	2	d4	blunt, fired
Staff	1	d6	blunt, melee, two-handed
Sword	20	d8	melee

Blunt

Can be used to incapacitate victems. Required for Clerics.

Fired

Makes ranged attacks. Consumes ammo.

Fragile

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

Melee

Can be used to make melee attacks.

Slow

After making an *attack*, you can't *attack* on the next turn.

Splash

Damages many targets in an area.

Thrown

Makes ranged attack by throwing the weapon.

Two-handed

Requires two hands to use. Also *heavy*.

3. Armor

Item	Cost
Chain Mail	60
Leather Armor	20
Plate Mail	100
Shield	15

Chain Mail

Mesh armor made from interlocking links. Provides a base AC of 5.

Leather Armor

Sturdy but quiet. Provides a base AC of 7.

Plate Mail

Heavy armor made from steel plates provides an AC of 3, but negates dexterity bonus to AC, and imposes *disadvantage* on *stealth. heavy*.

Shield

Wooden plate used to rebuff attacks. Reduces AC by one when held in one hand.

Basic Classes

these core four classes do not have any requirements.

1. Cleric

Requirements: None

Prime requisite: Wisdom

Health die: d6

Maximum level: 14

Armour: Any, including shields

Weapons: blunt

Languages: Alignment, Common, Ceremonial

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity. Their holy doctrine forbids the use of blades or stabbing points.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	11	12	14	16	15
2	1.5k	19	11	12	14	16	15
3	3k	19	11	12	14	16	15
4	6k	19	11	12	14	16	15
5	12k	17	9	10	12	14	12
6	25k	17	9	10	12	14	12
7	50k	17	9	10	12	14	12
8	100k	17	6	10	12	14	12
9	200k	14	6	7	9	11	9
10	300k	14	6	7	9	11	9
11	400k	14	6	7	9	11	9
12	500k	14	3	7	9	11	9
13	600k	12	3	5	7	8	7
14	700k	12	3	5	7	8	7

2. Turn Undead

Clerics can invoke the power of their deity to repel undead monsters. To turn the undead, roll 2d6. The Dungeon Master can either tell you the HD of the monster, or consults the table themselves.

If the result is equal to or greater than the number in the table, the monster is turned. At higher levels, some undead may be automatically **T**urned, or **D**estroyed.

Restrictions

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead monster will always be affected on a successful turning.

Mixed groups: If the undead are of different types, those with the lowest HD are affected first.

Recharge: A cleric can attempt to turn only once per *turn*.

Turning Table

Lv	1	2	2*	3	4	5	6	7	8+
1	7	8	11	-	-	-	-	-	-
2	T	7	8	11	-	-	-	-	-
3	T	T	7	8	11	-	-	-	-
4	D	T	T	7	8	11	-	-	-
5	D	D	T	T	7	8	11	-	-
6	D	D	D	T	T	7	8	11	-
7	D	D	D	D	T	T	7	8	11
8	D	D	D	D	D	T	T	7	8
10	D	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	D	T
13	D	D	D	D	D	D	D	D	D
14	D	D	D	D	D	D	D	D	D

Successful Turning

If the turning attempt succeeds, roll 2d6 again to determine the number of undead affected.

Turned undead will leave the area, if possible, and will not harm or make contact with the Cleric.

3. Divine Magic

See Magic for full details.

Holy symbol: A cleric must carry a holy symbol to use magic.

Deity disfavor: Clerics must be faithful to the tenets of their alignment, clergy, and religion. Tenets for all clerics include:

• Only using blunt weapons.

• Refusal to buy, sell, or use poisons, including alcohol.

• 10% tithe to the temple.

• Respect of all royalty.

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's level. Their spell list is found on Magic page 9.

Magic Progression

Lv	1	2	3	4	5
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	-	-	-
7	2	2	1	1	-
8	3	3	2	1	1
9	3	3	2	2	1
10	4	4	3	2	2
11	4	4	3	3	2
12	5	5	4	3	3
13	5	5	4	4	4
14	6	5	5	5	4

4. After Reaching 9th Level

A cleric may establish or build a stronghold. So long as the cleric is currently in favor with their god, a stronghold may be bought or built at half the normal price, due to the aid of the faithful.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, having a loyalty of 12. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

2. Fighter

Requirements: None

Prime requisite: Strength

health die: d8

Maximum level: 14

Armour: Any

Weapons: Any

Languages: Alignment, Common

A fighter fights monsters and defend other characters.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	18	12	13	14	15	16
2	2k	18	12	13	14	15	16
3	4k	18	12	13	14	15	16
4	8k	16	10	11	12	13	14
5	16k	16	10	11	12	13	14
6	32k	16	10	11	12	13	14
7	64k	13	8	9	10	10	12
8	120k	13	8	9	10	10	12
9	240k	13	8	9	10	10	12
10	360k	11	6	7	8	8	10
11	480k	11	6	7	8	8	10
12	600k	11	6	7	8	8	10
13	720k	9	4	5	6	5	8
14	840k	9	4	5	6	5	8

2. Fighter Skills

Choose one skill. Each time you level up, choose another skill.

• **Berserker:** While damaged 50% or greater, -4 AV.

• **Dualist:** Each time you *miss*, gain -1 AV until you *hit* or the *turn* ends.

• **Taction:** +4 bonus to Stunts.

- **Tough:** Dismember with advantage. See Global, page 20.

- **Reckless:** Deal 1 damage to a non-magic weapon to add 1d4 to its damage.

3. Advanced skills

Starting at 5th level, you can choose advanced skills instead.

- **Beef Cake:** +3 item *slots*. +2 healing when bandaged.

- **Bounty Hunter:** +3 damage with blunt weapons.

- **Commander:** +2 starting loyalty and minion maximum.

- **Dual-Wielding:** When holding two weapons: +d6 damage.

- **Forge Master:** You can do Forging. See Advanced Downtime.

- **Sweep Attack:** Make one melee attack against many monsters: Make one roll, AV + number of monsters. Must be using a two-handed weapon.

- **Monstrous:** d12 health die. Become *monstrous*.

- **Multiattack:** Make 2 attacks, or an attack + a stunt.

- **Negotiator:** +1 to reaction rolls. When in *conflict* after a reactoin roll, enemies have a -1 moral.

- **Spell Sword:** Learn a 1st level wizard spell. Inscribing a sword or great sword takes 1 week + 500 p. Once per day, cast the spell while holding the sword.

4. Stronghold

Any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.

5. After 9th Level

A fighter is granted the title Baron. Their land is then known as a Barony.

3. Thief

Requirements: None

Prime requisite: Dexterity

health die: d4

Maximum level: 14

Armour: Leather

Weapons: Any

Languages: Alignment, Common, Thieves Cant

Thieves make range of a unique set of skills useful both on the edges of society, and in the dungeon. They survive by deception and stealth.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	1.2k	19	13	14	13	16	15
3	2.4k	19	13	14	13	16	15
4	4.8k	19	13	14	13	16	15
5	9.6k	17	12	13	11	13	13
6	20k	17	12	13	11	13	13
7	40k	17	12	13	11	13	13
8	80k	17	12	13	11	13	13
9	160k	14	10	11	9	12	10
10	280k	14	10	11	9	12	10
11	400k	14	10	11	9	12	10
12	520k	14	10	11	9	12	10
13	640k	12	8	9	7	10	8
14	760k	12	8	9	7	10	8

2. Thieves Cant

Thieves know a general code of conduct, including unique gestures, signs, and code words. This language allows them to communicate, while sounding like innocent small talk to the unfamiliar.

3. Thief Skills

Thieves are highly talented, and capable of many skills. See the skill progression table opposite.

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage. (1d6 per 10')

- **Check Doors (CD):** A thief gets a bonus to check doors See Adventure, page 9.

- **Stealth Bonus:** The thief gets a bonus to *stealth*.

- **Open locks (OL):** Requires thieves' tools. A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.

- **Pick pockets (PP):** If the victim is 4 HD or greater, the thief 's roll is penalized by 5% for every HD more than 4. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed.

Checking skills with a percent chance: roll d%. If it is the listed value or less, the skill succeeds.

Skill Progression

Lv	CS	CD	SD	OL	PP
1	87	+1	d10	15	20
2	88	+1	d10	20	25
3	89	+1	d12	25	30
4	90	+1	d12	30	35
5	91	+1	d12	35	40
6	92	+2	d12	45	45
7	93	+2	2d6	55	55
8	94	+2	2d6	65	65
9	95	+2	2d6	75	75
10	96	+2	2d6	85	85
11	97	+3	2d8	95	95
12	98	+3	2d8	96	105
13	99	+3	2d10	97	115
14	99	+3	2d12	99	125

Back-Stab

Wen attacking a *bad* opponet, a Thief deals triple damage.

4. Read Languages

A thief of 4th level or higher can decipher critical portions of non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again before gaining an experience level.

Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

5. After Reaching 9th Level

A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful thief might use these followers to start a Thieves' Guild.

4. wizard

Requirements: None

Prime requisite: intelligence

health die: d4

Maximum level: 14

Armour: None

Weapons: Dagger, Staff

Languages: Alignment, Common

Wizards adventure in search of arcane knowledge, rare components, and funds for their research, on their quest to master magical power. They appear to be still be human.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	2.5k	19	13	14	13	16	15
3	5k	19	13	14	13	16	15
4	10k	19	13	14	13	16	15
5	20k	19	13	14	13	16	15
6	40k	17	11	12	11	14	12
7	80k	17	11	12	11	14	12
8	150k	17	11	12	11	14	12
9	300k	17	11	12	11	14	12
10	450k	17	11	12	11	14	12
11	600k	14	8	9	8	11	8
12	750k	14	8	9	8	11	8
13	900k	14	8	9	8	11	8
14	1m	14	8	9	8	11	8

1. Arcane Magic

See Magic for full details.

Spell Book: Wizards must carry a spell book to use magic. Wizards begin the game with their first spellbook.

Spell casting: Wizards carry spell books containing the formulae for arcane spells. The table shows the number they may memorize, determined by the character's experience level. Their spell list is found on Magic p12.

Magic Progression

Lv	1	2	3	4	5	6
1	1	–	–	–	–	–
2	2	–	–	–	–	–
3	2	1	–	–	–	–
4	2	2	–	–	–	–
5	2	2	1	–	–	–
6	2	2	2	–	–	–
7	3	2	2	1	–	–
8	3	3	2	2	–	–
9	3	3	3	2	1	–
10	3	3	3	3	2	–
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

2. After Reaching 11th Level

A wizard may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the wizard.

3. After reaching 14th level

A wizard undergoes the **transformation**.

Advanced Classes

These classes have more options and variety.

1. Acrobat

Requirements: Charisma 9

Prime requisite: Dexterity

health die: d4

Maximum level: 14

Armour: Leather

Weapons: thrown, sword, short sword, pole arm, spear.

Languages: Alignment, Common, Carnie.

Acrobats are performers, skilled in balance, and gymnastics. They're often traveling workers, taking up adventuring, or even burglary.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	1.2k	19	13	14	13	16	15
3	2.4k	19	13	14	13	16	15
4	4,8k	19	13	14	13	16	15
5	9.6k	17	12	13	11	14	13
6	20k	17	12	13	11	14	13
7	40k	17	12	13	11	14	13
8	80k	17	12	13	11	14	13
9	160k	14	10	11	9	12	10
10	280k	14	10	11	9	12	10
11	400k	14	10	11	9	12	10
12	600k	14	10	11	9	12	10
13	720k	12	8	9	7	10	8
14	840k	12	8	9	7	10	8

2. Acrobat Skills

Choose two acrobat skills. Each time you level up, choose another. The odds of the skill suceeding is shown on the skill progression table.

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the acrobat falls at the halfway point, suffering fall damage. (1d6 per 10')

- **Falling (FA):** When able to tumble, suffer no damage from the first 10' of any fall. Further damage is reduced by the listed percentage.

- **Catch Missiles (CM):** Once per turn, attempt to can catch a non-magical projectile.

- **Tightrope walking (TW):** Acrobats can walk tightropes, narrow beams, and ledges. Failure indicates that the acrobat falls. A balance pole increases the chance by 10%.

- **Evasion:** When you succeed a *saving throw*, take no damage instead of half. Take half damage instead of full on a failed save.

- **Nimble:** During *combat*, *attack* and *move* in one *action*.

- **Running Vault (RV):** With a 20' run-up and a pole, jump this long, and half as high.

- **Quick movement (QM):** During *conflict*, *move* two *zones*. Use a limited number of times per *turn*.

Skill Progression

Lv	CS	FA	CM	TW	RV	QM
1	87	25	20	60	10'	1
2	88	25	27	65	13'	1
3	89	25	34	70	16'	1
4	90	33	41	75	20'	2
5	91	33	48	80	23'	2
6	92	33	55	85	26'	2
7	93	33	62	90	30'	3
8	94	50	69	95	30'	3
9	95	50	76	99	30'	3
10	96	50	83	99	30'	3
11	97	50	90	99	30'	4
12	98	50	97	99	30'	4

Lv	CS	FA	CM	TW	RV	QM
13	99	50	98	99	30'	4
14	99	75	99	99	30'	4

1. After Reaching 9th Level

An acrobat can establish a small circus, attracting 2d6 apprentices of 1st level. The apprentices will serve the character with some reliability;

3. Bard

Requirements: Dexterity and Intelligence 9.

Prime requisite: Charisma

health die: d6

Maximum level: 14

Armour: Leather, Chainmail

Weapons: thrown, fired, non-two-handed

Languages: Alignment, Common, Carnie.

Bards are minstrels and warrior poets.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	2k	19	13	14	13	16	15
3	4k	19	13	14	13	16	15
4	8k	19	13	14	13	16	15
5	16k	17	12	13	11	14	13
6	32k	17	12	13	11	14	13
7	64k	17	12	13	11	14	13
8	120k	17	12	13	11	14	13
9	240k	14	10	11	9	12	10
10	360k	14	10	11	9	12	10
11	480k	14	10	11	9	12	10
12	600k	14	10	11	9	12	10
13	720k	12	8	9	7	10	8
14	840k	12	8	9	7	10	8

1. Languages

Bards learn a new spoken languages at every odd level (i.e. 1st, 3rd, etc.). They can't learn special languages such as druidic or thieves cant.

2. Song

At first level, a bard knows one songs. Each odd level after that, they learn an additional song.

Chant du coq: Enrages and attracts monsters; ends sleep. **Chant de guerre:** allies that can hear have +1 on loyalty checks and spell saves. **J'aime les animaux:** Same effects as Animal Friendship. **Impressionner les fées:** 3-in-6 chance to impress Fey with HD less than the bard's level. **La calomnier:** Allies within a short distance make saves against charms with a +4 bonus. Those already charmed make an additional save. **Musique de combat:** Same effects as Bless. At 4th level, may have the same effects as Cause Fear instead. **Flirter avec les dragonnes:** Same effects as Lesser Charm. At 8th level, same effects as Greater Charm instead.

Restrictions

• Each song can be used at most once per day.

• Songs are magic and follow the same rules as spell casting.

• Must be *concentrating* and playing a musical instrument.

• Creates *loud* noise.

• All effects end after 1 *turn*.

4. Druid

Requirements: Neutral **Prime requisite:** Wisdom **health die:** d4 **Maximum level:** 10 **Armour:** Leather, shields **Weapons:** Club, dagger, sling, spear, staff. None made of metal. **Languages:** Alignment, Common, Druidic, Sylvan

Druids are priests of nature, protecting wild lands from the encroachment of "civilized" Law and the corrupting touch of Chaos. They worship the force of nature itself. Their holy doctrine forbids the use of metal.

1. Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	11	12	14	16	15
2	2k	19	11	12	14	16	15
3	4k	19	11	12	14	16	15
4	7.5k	19	11	12	14	16	15
5	12.5k	17	9	10	12	14	12
6	20k	17	9	10	12	14	12
7	35k	17	9	10	12	14	12
8	60k	17	9	10	12	14	12
9	90k	14	6	7	9	11	9
10	125k	14	6	7	9	11	9

2. Limited Possessions

A druid may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes.

3. Divine Magic

See Magic for full details.

Holy symbol: A druid must carry an animal bone in order to cast spells.

Deity disfavor: Druids must be faithful to the tenets of their alignment and religion. Tenets of the druid include:

• Refusal of metal tools.

• Sanctity of nature.

• Sanctity of the hunt.

• Respect of the dead.

Spell casting: A druid may pray to receive spells. The power and number of spells available to a cleric are determined by the character's level. Their spell list is found on Magic page 10.

Magic Progression

Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	1	-	-
4	2	2	-	-	-
5	2	2	-	-	-
6	2	2	1	1	-
7	3	2	2	1	1
8	3	3	2	2	-
9	3	3	2	2	1	1
10	3	3	3	3	2

4. Identification

Druids can identify plants, animals and clean water.

5. Shape Change

At 2nd level, a druid gains the ability to change into animals.

Shapes Known

A druid can know as many shapes as their level. Learning a knew shape requires three observations, which must be on unique individuals, and on separate days.

Observation

Observation takes one turn and requires the druid to be unnoticed.

Transforming

• Can only be used once per day.

• Lasts a number of turns equal to the druid's level.

• Follows the same rules as spell casting.

• Must be holding the bone or hide of the animal.

• The animal must have hit dice equal to or less than the druid's level.

• If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal.

- All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

6. Nature's Favor

Due to their ability to forage, druids do not need to consume rations when *traveling*.

7. Pass Without Trace

From 3rd level, a druid can pass through natural environments without leaving any tracks. A druid is also able to move through overgrown areas at normal speed and without impediment

8. Charm Immunity

Druids of 7th level and above are immune to charms.

9. Reaching 12th Level and Above

There can only be nine druids of 12th level. When a druid has enough experience to reach 12th level, they must challenge an existing 12th level druid. The character only advances to 12th level if the other druid is defeated. Such challenges may take any form that is agreed by both parties, including combat (which need not be fatal). Likewise, there can only be three druids of 13th level and a single druid (known as the arch-druid) of 14th level.

Druids who attain 12th level or above may have a stronghold magically integrated into a natural setting.

2d12 beings will join the ranger as followers. The nature of these followers is up to the referee.

5. Knight

Requirements: Constitution 9, Dexterity 9. Alignment.

Prime requisite: Strength

health die: d10

Maximum level: 14

Armour: Chainmail, platemail, shields

Weapons: All

Languages: Alignment, Common

Knights serve a noble house. At 1st and 2nd level, they are "squires", not true knights. Upon 3rd level, they are knighted by their liege and gain the right to bear a coat of arms

Alignment: A knight must have the same alignment as their liege.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	12	13	14	15	14
2	2.5k	19	12	13	14	15	14
3	5k	19	12	13	14	15	14
4	10k	17	10	11	12	13	12
5	18k	17	10	11	12	13	12
6	37k	17	10	11	12	13	12
7	85k	14	8	9	10	10	10
8	140k	14	8	9	10	10	10
9	270k	14	8	9	10	10	10
10	400k	12	6	7	8	8	8
11	530k	12	6	7	8	8	8
12	660k	12	6	7	8	8	6
13	790k	10	4	5	6	5	6
14	920k	10	4	5	6	5	4

1. Chivalric Code

Knights are bound by a code of honor. Breaking code revokes knighthood; they become a Fighter.

• Service of the knight's liege.

• Defense of all in their charge

• Sanctity of single combat.

• Death over dishonor.

2. Knight Skills

• Knights gain a -2 bonus to AV when mounted.

• Knights gain a -2 bonus to AC when in single combat.

• Once per turn, a knight can take the damage of an *attack* directed at an *touch* ally. Reduce the damage by half.

• When you are healed by your liege, gain -2 AV until *fatigued*.

• A knight of 5th level or higher can train magical animals using downtime.

3. Hospitality

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation. A knight is expected to extend such hospitality in kind.

4. Strength of Will

Knights are immune to fear effects. From 3rd level, companions within a short distance of the knight gain *advantage* on *saving throws* against fear effects, and *loyalty* checks.

6. Princess

Requirements: Charisma 9, Lawful.

Prime requisite: Intelligence

health die: d4

Maximum level: 14

Armour: Chainmail

Weapons: Dagger, sword, short bow

Languages: Alignment, Common, High Elvish

Princesses are from noble houses, usually women, who direct and lead others. While having little combat training, and rarely adventuring, they are highly motivated.

Equipment: Princesses start with an extra 100 cp.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	20	12	13	14	15	14
2	2k	20	12	13	14	15	14
3	4.5k	19	12	13	14	15	14
4	9k	19	10	11	12	13	12
5	17k	19	10	11	12	13	12
6	36k	17	10	11	12	13	12
7	80k	17	8	9	10	10	10
8	130k	15	8	9	10	10	10
9	250k	15	8	9	10	10	12
10	350k	14	6	7	8	8	8
11	500k	14	6	7	8	8	8
12	650k	12	6	7	8	8	8
13	700k	12	4	5	6	5	6
14	900k	12	4	5	6	5	6

1. Royal Status

Princesses can invoke their status to demand parley and fair treatment, even from enemy soldiers and monsters; She has a +2 bonus to

Reaction rolls (in addition to the bonus from Charisma). See page 4.

Her minions begin with one additional loyalty.

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2. Hospitality

A princess can expect hospitality and aid from noble of the same alignment or social affiliation. She is expected to extend such hospitality in kind.

....

3. Lore

A princess has a 2-in-6 chance of knowing obscure lore pertaining to monsters, magic items, or heroes of folktale or legend.

....

4. Inspiration

Once per turn, a Princess can give a *distant* ally *advantage* on a *attack* or *dodge* roll.

From 3rd level, the first time each turn a close minion would be *slain*, they may make a *loyalty* check, healing 1 on a success.

....

5. Castle

Any time a princess wishes (and has sufficient money), she can build a castle or stronghold and control the surrounding lands.

After reaching 9th level, 3d6 3rd level knights come to serve her.

7. warlock

Requirements: 9 charisma, Chaotic.

Prime requisite: Charisma.

health die: d8

Maximum Level: 12

Armor: Leather, chainmail

Weapons: non-two-handed, non-blunt

Languages: Alignment, Common, Patron

Warlocks are spell casters who sell their souls for extraordinary power.

Patron Language: A warlock knows the language of their patrons.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	14	17	13	16	17
2	2.5k	19	14	17	13	16	17
3	5k	19	14	16	13	16	16
4	10k	17	14	16	13	16	16
5	20k	17	14	15	13	16	15
6	40k	17	12	15	11	14	15
7	80k	15	12	14	11	14	14
8	150k	15	12	14	11	14	14
9	300k	15	12	13	11	14	13
10	450k	14	12	13	11	14	13
11	600k	14	9	12	8	11	12
12	750k	14	9	12	8	11	12

....

1. Evil Aura

Undead and fiends won't attack a warlock until provoked.

....

2. Divine Magic

See Magic for full details.

Unholy symbol: must carry an unholy symbol to use magic. Begin the game with one. If lost, it is difficult to replace.

Deity disfavor: Warlock must be faithful to the tenets of their alignment, and their patron(s). Take three at random.

1. Collect one trophy per session, such as an ear or finger.

2. Use of a cursed weapon.

3. Inscription of names.

4. Become monstrous. See p5.

5. Lust for power.

6. Secret Missions.

7. Refusal to be enchanted.

8. Use only blunt weapons, instead of non-blunt.

9. Sanctity of single combat.

10. 15% tithe. Libate the tithe into a fire or lake.

11. Blind beyond *touch*.

12. Missing an *attack* causes the weapon to take 1 damage.

13. Sanctity of the hunt.

14. No natural healing. Once per day, heal 1d6 by drinking fresh humanoid blood.

15. Refusal to kill one type of monster.

16. Insistence to kill one type of monster.

17. Sanctity of the flame. Can only use a lit torch as a weapon, which had a d8 damage die for you.

18. Bearing of a cursed amulet.

19. Sacrifice an eye and three fingers.

20. Sanctity of death.

3. Redemption

If a warlock acquires four or more disfavors, they become either a cleric or a fighter.

Spell casting: A warlock may pray to receive spells. The power and number of spells available to a warlock are determined by the character's level. Their spell list is found on Magic p12.

Magic Progression

Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	-	-	-
6	3	3	-	-	-
7	4	3	1	-	-
8	4	3	2	1	-
9	5	3	2	2	1
10	5	4	3	2	2
11	6	4	3	3	2
12	7	5	4	3	3

4. Blood Offerings

Whenever a warlock casts a spell, or has a spell cast on them, they take 1 damage.

If a warlock is holding a silver dagger, as an *action* they can take damage for a chance of a spell cast in the next *round* being remembered. The chance is equal to X-in-8 where X is the damage, divided by the level of the spell.

Blood Libations

Starting at 6th level, a warlock can deal up to half the damage from blood offerings to a touched status creature.

5. Stronghold

Any time a warlock wishes (and has sufficient money), they can build a keep or abbey and control the surrounding lands. 1d6 apprentices of levels 1–3 will then arrive to study under the warlock.

minions

Minions are NPCs including human and demihumans hired to assist on an adventure, trained animals, and even monsters.

1. Limit

Each character can be a boss to a finite number of minions, determined by Charisma (see page 4).

1. Level

Minions must be lower level and have fewer hit dice than their boss

2. Duties

Most minions are not mindless slaves. If abused minions might desert, mutiny, betray, or slander their boss.

3. Item slots

A minion has 5 item slots, and can not use a backpack. Horses, and some monsters, have different amounts of item slots.

2. Loyalty

The starting loyalty of a hireling is indicated by charisma (See page 4).

Monsters start with 4 loyalty.

Animals start with loyalty equal to their morale.

1. Loyalty Check

Roll 2d6. The check succeeds if the result is equal to or less than the loyalty.

2. Peril

Before engaging in an unussually perilous task, a hireling will check loyalty. If they fail, they refuse the task.

If they take damage during the task, they loose one loyalty.

3. Evaluation

Minions evaluate loyalty during *clean up*.

4. Betrayal

Minions with one or less loyalty will betray their boss.

3. Hirelings

Hirelings are human or demihuman minions that seek employment from the party

1. Upkeep

Hirelings must be paid at the start of each session. They come with a starting wage. When a hireling levels up, their wage doubles.

Hirelings will accept a 50% reduction in wages in exchange for a half share of the treasure.

2. Recruitment

Hirelings are hired in *town*. Some hirelings may seek employment on their own They can also be recruited directly. See Downtime page 7.

3. Items

The hiring PC must provide for food and lodging while traveling, as well as for any new adventuring gear, weapons, or mounts.

4. Animals

1. Upkeep

Animals do not accept money or treasure. However they do need to be fed. Their upkeep cost is 1 cp per HD.

2. Recruitment

Some animals can be bought. See Gear. Wild animals can be tamed. See Downtime, page 10.

3. Monsters

Occasionally, monsters may be swayed to join the party. Monsters may demand food, treasure, a share of the treasure, or something else as payment.

Monsters with loyalty of 9 or higher will not demand payment.

1. Index

2. The Conversation

You may be familitar with this concept from other ttrpgs. The game is essentially a back and forth between the players and the Dungeon Master.

3. Hooks

Yabec is designed around a series of *hooks*. *Hooks* are keywords shown in italics. They're designed to link naturally into eachother.

For example, on a *turn*, you get one *action*, which you use to *attack*. This results in either a *hit* or a *miss*. A *hit* can cause damage or a spell effect. Then the *turn* ends, and causes a *hazard*, such as *fatigue*, which might end a spell effect.

4. Phase

There are four *phases*. Each has its own chapter.

1. Town

Players navigate an urban setting, often splitting up to do *downtime*, or go shopping. The *phase* ends when the players *depart* on an *adventure*.

2. Delve

Players explore a dangerous dungeon. This *phase* ends when the players leave the dungeon. Then *clean up*.

3. Conflict

Players fight or flee from monsters. This *phase* occers within a *delve*, or rarely, in a *town*.

4. Clean Up

Handle experience, splitting treasure, and other loose ends. Either end the session here, or begin *town* again.

5. Player Roles

There are several roles that players are encouraged to take on. Use a notecard or token to keep track of roles. Taking on a role grants a small XP bonus.

Its possible to have multipule of most roles. For example, there can be a Caller for delving and a Caller for combat, or two Mappers that check eachother's work.

If a player with a role dies, another play may take on that role. They'll get the bonus XP when the return to town.

1. Chair

Once per session, either the Dungeon Master or a player can call "Open the adventure's council". That person is the *chair*. They will go some or all of the roles, asking for volunteers, or resolving conflicts.

+50 XP.

2. Score Keeper

Keep track of *scores*, such as looted treasure, and defeated monsters. See experience.

+50 XP.

3. Quater Master

Chart the path to the dungeon while in *town*, and keep track of torches, bandages, and other equipment.

+50 XP

4. Scribe

Keep track of the different monsters and traps, their behaviors, mechanics, and even their combat statistics (depending on the Dungeon Master's approach to metagaming).

+25 XP. If you write a session report, +50 more XP.

5. Mapper

Keep track of the layout of the dungeon. You might ask the Dungeon Master for exact *map calls*. See mapping.

+100 XP.

6. Caller

Get consensus on what the party would like to do, and communicate to the Dungeon Master.

+100 XP.

6. Booklets

Yabec is split into four major sections:

1. Rules

Covers exploration, fighting, health and damage, experience, etc.

2. Character

Covers classes and character creation, as well as basic items.

3. Magic

Covers magic and spellcasting.

4. Extended

Covers downtime, and advanced item lists.

7. Miscellenious

1. Rounding

When not otherwise specified, round down.

2. Weak and Strong Monsters

Monster with 4 HD or more are *powerful*. Monsters with 3HD or less are *ordinary*.

3. Advantage and Disadvantage

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

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

4. Merit

Some Downtime activities grant *merit*. When begining a *delve*, a charater's *merit* (if any) is reduced to their level.

5. Boons

Boons are enchantments that attach to ones aura. A *boon* occupies an item *slot*, but can not be transferred nor stored. *Boons* can be bought with *Merit*, while preforming certain Downtime activities.

Once a *boon* is used, it is destroyed.

A *boon* can be discarded at anytime.

Enviornment

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

1. Time

Time is measured in three units.

1. Turn

Most adventuring activities, such as having a fight or searching a room take one *turn*.

2. Round

A *round* is a short unit of time used during conflict. There are 10 *rounds* in one *turn*.

3. Week

Each session, players get one *week's* worth of downtime.

2. Zones

The dungeon enviornment is split into *zones*. As a rule of thumb, each room and hallway is a *zone*. Large rooms or hallways may be multipule *zone*.

1. Guidelines

- **Architecture:** Architectual features, such as a doorway, should divide *zones*.

- **40':** Rooms bigger than 40', and hallways longer than 40', should be multipule *zones*.

- **Even:** Large rooms and hallways should have their *zones* divided evenly.

- **Whole Number:** Large rooms and hallways should always have a whole number of *zones*.

3. Ranges

Ranges and relative location are divided into four *ranges*.

1. Touch

Striking distance.

2. Close

Throwing distance. Speaking distance. With in the same *zone*.

3. Distant

Shouting distance. Farthest distance to make out details (in *bright* light).

In dark environments, the player's torch will often be the limit of theire sight. This means that anything within torch light is *distant.*

4. Sight

Anything that can be seen. Up to 3 miles in ideal conditions.

4. Noises

The are two kinds of noise:

1. Silent

Produces effectivly no sound; no effect.

2. Loud

Heard by *distant* listeners. Increases the chance of wandering monsters. Etc.

Most sounds are *loud* by default. A *loud* sound can be made *silent* with *stealth*.

5. Light

1. Levels

There are three kinds of light:

Dark

The *darkness* is pitch black, and prevents sight. Imposess blindness.

Dim

Allows some detail to be seen.

Bright

Allows full vision, including details and reading. Disables *infravision*.

2. Distant

A light source casts *bright* light within *touch*, and *dim* within *distant*.

3. Infravision

A special type of vision had by many monsters: seeing heat energy that radiats of living things.

When a creature with *infravision* stands in *bright*, they are blinded for one round, and their *infravison* is disabled until they spend a full *turn* in the *dark*.

It is not possible to read in the *dim* or *dark* with *infravision*.

4. Blindness

Creatures who are unable to perceive their surroundings are *bad*.

Town

Spend a brief period in civilization, making plans, securing allies, and gathering supplies.

1. Activities

1. Shopping

Every town will have the *basic* items availble. Some towns may have additional shops. See page X.

2. Downtime

The first time in town per session, returning characters get one *week* of *downtime*. See page X. They also recieve natural healing. See page X.

Characters who owe *service* must preform it before puruing other options.

3. Minions

1d4 human hirelings will seek employment if there is a chracter of 2nd level or greater. See page X.

2d6 2nd level hirelings will seek emplyment if the total level of the party is 15 or greater.

2. Travel

The Dungeon Master will present an overworld map with one or more dugeons, an possibly other towns.

1. Deciding a destination

Any player can contribute to the discussion of what dungeon to go to. However, only one player needs to *chart* the journey.

Unopinionated players can simply follow the party to whichever dungeon they go to.

2. Charting

One players *charts* the journey to a dungeon or another town. Its suggest that this player be the *quater master*. See Roles. 1. Count the number of *hexes* between the party's current location, and the destination. 2. Count the number of *hexes* to a town. 3. (optional) If crossing an *obsticle*, such as a river, add each to the count. 4. For each player and minion, aquire a ration for each *hex*. 5. (optional) If crossing a body of water, also aquire the fare for passage on a boat. Best practice is to have each participating player compensate the *quarter master* for their rations.

3. Departing

One player, ideally the Caller will announce "Adventuers to depart!".

Once all players have confirmed they are ready to *depart*, the players travel to their destination.

If it is a dungeon, change the *scheme* to *dungeon*.

If it is a different town, simply continue *town* in the new location.

3. Goals

Each session, the players may agree to set one goal for the party. If the goal has already been completed in the past, or is not difficult enough, the Dungeon Master may reject it.

Completing a goal scores experience. See Experience.

Additionally, the Dungeon Master may give individual goals to certain players, especially divine magic users.

1. Examples

• Kill a the bear with the scarred eye.

• No deaths.

• Get to the third level of the dungeon.

• Rescue a particular prisoner.

• Recover a particular treasure.

4. World Building

1. Rumors

The Dungeon Master might give players rumors, especially if there is a new character, or a new dungeon.

2. Character

The players each share one detail about their character, past, community, or deity.

3. Adventurers Guild

The players are all part of an adventurers guild. They should put forward at least one detail about it to the Dungeon Master.

Examples include: • The guild is named the Craven Folk. • The guild began when an injured party began sending new adventures on quests. • The camp was found by a towns guard when they followed the orcs. • The court has tasked the guild with the safe recovery of a kidnapped official.

4. Other Prompts

The Dungeon Master may include additional prompts, such as creating NPCs, or naming towns.

Dungeon

Exploring a dangerous dungeon.

1. Basics

1. Time

Each *action* will cause a *turn* to pass, possibly resulting in *hazards*

2. Movement

Moving within a *zone* can be done freely. To change *zones* is an *action*.

3. Marching

While moving in narrow hallways, movement is restricted. The marching order is decided by the players. In general, only the *front* and the *back* are significant.

2. Actions

This is a non-exaustive list of the *actions* players might take in a dungeon.

1. Move

Move to an adjacent *zone*.

Run

Moving at a fast pace, players can move through 6 *zones* in one *turn*. However, there are many penalties: - Surprised by all encounters. - Spring all traps. - Create *loud* noise. - Cannot map. - Cannot check doors.

2. Search

Searching reveals non-obvious features. A search will always reveal everything it can.

Searching will also reclaim one half of ammo.

Seaching a single *zone* takes four people one *turn*. The amount of time will increase and decrease coresponding to the number of people searching and the size of the area.

3. Rest

Spending one *turn* resting will remove *fatigue*.

Additionally, ignore the *fatigue hazard* while resting.

4. Bandage

See page X

5. Talk

Begin a new *turn* at the end of the conversation.

Reaction Roll

The Dungeon Master might ask for a *reaction modifier*. See Character p4.

The Dungeon Master might make the roll at advantage or disadvantage, depending on the player's actions. A high roll will make the monsters more friendly. A low roll will make

them more hostile. A very high or very low roll will also make them *bad* for one *round*. See Dungeon Master p15.

6. Flee

Recklessly try to escape the dungeon.

Once a party beings to flee the dungeon, they can not stop until they're out.

Each *round*, move to an adjacent *zone*, then one character must take 1d4 damage.

3. Hazards

At the start of each *turn*, the Dungeon master will roll for *hazards*.

Unless the players loose their clock, the Dungeon Master should knock on the table to indicate the *turn*.

1. Burn

Torches burn out, and lanterns need fresh oil.

2. Fatigue

Become *fatigued*. Anyone already *fatigued* takes 1 damage.

3. Shift

Traps reset, doors swing close, and other aspects of the dungeon are triggered.

4. Other

Other *hazards* may include wandering monsters.

4. Doors

Doors not held open will swing silently shut during a *shift*.

Magical doors need special conditions to be opened, and can't be picked, or broken.

1. Checking Doors

Once per *turn*, a player can check a door.

Each door can only be checked once.

The Dungeon Master rolls a d6. - **Peephole:** If there is a peep hole, or cracks, +2. - **Class:** If a player has a bonus from their class, add only the strongest bonus. - **Results:** A roll of 5 or more will reveal information. Revealing "nothing" or "darkness" is indicative of either a failure, or accurately assessing a dark quiet room

2. Failing to open

Attempting to open a stuck, bared, or locked door fails *loudly*.

3. Breaking Doors

Physically destroying a door is an *action*, requires appropriate tools, and makes *loud* noise.

5. Flashback

Each session, each player may have up to one flashback. The following are provided as suggestions.

In general, anything that could have been done in town can be done as a flashback.

1. Purchase

Have gotten a particular item while shopping.

2. Conversation

Role play a brief conversation had before the adventure.

3. Backstory

Role play the origin of a character.

Character

1. Item Slots (Inventory)

In order to carry an item, the character must have a free item *slot* to carry it. - **Most Items:** One *slot*. - **Heavy Items:** Two *slots*. - **Stack Items:** Five per *slot*. - **Person or body:** Three *slots*.

1. Number

A character has a base of five *slots*, plus a bonus from their *stength*. Backpacks grant additional *slots*. Chests and carts can be used to carry even more.

Minions also have item *slots*, typically five.

2. Encumberance

Becoming *encumbered* doubles a creature's *slots*. *Encumbered* creatures are *bad*, but can *attack* with disadvantage, and move at half speed.

3. Horses

A horse can carry a person and their items, OR twenty *slots* plus pulling a cart or wagon. A passnger and their items occupy ten *slots* in a cart or wagon.

2. Abilities

There are six abilities: *strength, dexterity, constitution, intelligence, wisdom,* and *charisma.* They're rated from 3, the worst, to 18, the best.

1. Checking

The DM may use ability scores to determine success.

You succeed if d20 <= the ability score. (low roll good)

2. Low Ability Score

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

3. Saving Throws

All characters and monsters can make *saves* to avoid the full effects of certain traps, spells, and attacks.

1. Catagories:

There are five saving throw catagories: - **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 efect that paralyses or turns to stone. - **Blast (B):** When target by dragon breath or explosions. - **Spells or magic (S)** When targeted by a banefull spell or effect from a magic item.

Each class has its own table denoting the *save* values based on the level. Monsters have their own table, see page X. LINK

2. Checking

You succeed if d20 >= *save* value. (high roll good)

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

4. Stealth

To establish or maintain *stealth*, roll a d8. If it is less than or equal to the AC of the target, *stealth* is sucessful.

5. Abandonment

A character of 2nd level or higher can be abandoned. They permanently leave the game. Abandonded characters can leave 50% of their wealth and 80% of their XP to a new adventurer.

Experience

This chapter covers experience points (XP) and how it is awarded. XP is a measure of a PC's power and wealth, and creates progression.

1. Score Card

At the start of the session, the Score Keeper will begin a score card: a simple piece of paper to write down *scores* as they happen.

At the end of the session, the Score Keeper will confer with the DM to confirm each *score*, and establish the total amount of XP. XP is divided evenly between all surviving characters. The Score Keeper will announce the individual amount gained.

1. Prime Requisite

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

Characters with at least a 16 in one prime requisite gain 15% extra XP.

2. Minions

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

2. Scores

A *score* is anything that awards XP.

1. Treasure.

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

Recovering a magic item scores 1000 XP.

Recovering a particular quest item scores 1000 XP.

2. Goal

Achieving a *goal* scores 100 XP per character involved. LINK

Failing to achieve a goal reduces the XP from this score card by 100 XP.

3. Defeated Monster

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

3. Extra Sources of XP

1. Session Report

Writing a session report awarsds 100 XP to the writer.

2. Roles

Having a role grains XP. See Roles.

3. Punch Card

On a player's tenth session, they get 1000 XP.

4. Specials

From time to time, the Dungeon Master might offer additional bonuses. For example, for writing lore about NPCs.

4. Leveling Up

When a character gains enough XP to reach the next experience level, the player:

- Looks at the character's class and notes any improvements in saving throws, AV, spells, etc.

- Roll your HD and add it to your HP.

- Gain an additional *week* of *downtime*.

- Increase two different *ability scores* by 1, to a maximum of 18.

1. One Session Maximum

Characters cannot advance more than one level in one session. Leave the character 1 XP below the threshold for the next level. The remaining XP can be distributed among the other characters, as the player wishes. If all characters are 1 XP below the threshold, extra XP is wasted.

Life & Death

This section covers health, damage, and dying.

1. Health Points

Health points (HP) represent the ability to withstand injury and exaustion.

1. Health Die (HD)

Health dice are used to determine HP. Each class has a diferent HD. Monsters have a d8 HD.

At 1st level, a character's HP is equal to the highest value on their HD.

2. Healing

Healing removes damage.

1. Natural Healing

One week of downtime heals 2d6.

2. Bandaging

Bandages can be used to gain some healing. Make an *intelligence* check. If you succeed, heal the target 1d6, plus a bonus from your wisdom. See *ability scores*. You may bandage yourself.

Bandaging takes one *turn*, and consumes a bandage. Once you are bandaged, you can not be bandaged again until you are *fatigued*.

3. Magical Healing

Magic potions or spells can provid instantaneous healing.

When magically healing a *slain* character, they *dismember* with advantage.

3. Damage

Damage represents injury, exaustion, and wear.

1. Slain

When a creature takes damage equal to or greater tan its HP, it is *slain*, *Slain* minions and *ordinary* monsters instantly die. *Slain* PCs and *powerful* monsters are *near death*. See Near Death.

Destruction

If *slain* by fire, explosion, or magic items are destroyed, and PCs and *powerful* monsters instantly die.

Magic items and monsters have a chance of miraculously surviving.

2. 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 rolls made with it. Dwarves are able to repair items. See page X. LINK

4. Near Death

Between life and death, there is a terrible void.

1. Death

After a full turn *near death*, creatures die.

If a creature takes any damage while *near death*, they dismember.

2. Healing

When healed while *near death*, a creature instead rolls for *dismemberment*. If healed by magic, they roll with *advantage*.

3. Dismemberment

Roll a d12, and add *constitution* score. Reference the table. If they survive, they heal 1.

Result	Dismeberment
<= 11	Dead!
12	Broken leg: +2 AC
13	Lost arm
14-15	Lost eye
16-17	Concussion: -1d4 *wisdom* and *intelligence*
18-20	Torn muscle: -1d4 *dexterity*
21-23	Bone fracture: -1d4 *strength*
24-26	Broken rib: -1d4 *constitution*
>=27	Unharmed

5. After Death

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1. Burial

Simple burial prevents the vody from being reanimated.

Temples will burry and bless the dead for free.

Creamation prevents reanimation and is impossible to undo.

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. Players are encouraged to give eulogy, play music, and create intricate rituals.

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2. Inheritance

When a character dies, their companions can loot their body.

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.

....

3. Resurrection

Returning from death is an ordeal. Until the subject gets two weeks of bed rest, they have 1 HP, move at half the normal rate, can not carry *heavy* items, cannot attack, cast spells, or use class skills.

Each time a character is resurrected, their *constitution* is reduced by 1.

Mapping

Dungeons are complex enviornments where it is easy to get lost. Keeping a map is essential.

This chapter covers simple and detailed methods of mapping. It is a simple system not able to cover every possible map, so you may have to get creative.

Additionally, you may wish to modify the system to better suit your needs. Any agreed upon system will work.

Its reccomended that one player take on the role of Mapper. See Roles.

1. Simple Method

Rather than track the exact dimensions of every room, the mapper might opt to keep a general shape of the dungeon.

The mapper draws a loose flow chart, labeling rooms and their connections.

2. Calls

To keep an exact map, the mapper should ask the Dungeon Master for a call.

Each call should have an unambiguous meaning. The mapper and Dungeon Master should work together to establish calls that work for them.

The Dungeon Master should avoid looking at the players map, and avoid perfecting the players map.

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1. Restrictions

The Dungeon Master will only provide calls when the players ask, and only after they enter a room and are able to spend time observing it.

If the players loose their compass, calls will not include cardinal directions.

3. Corridor Calls

Except for hallway, each of these calls indicate exactly one square.

1. Hallway

Hallway, number, direction: Indicates the corridor goes straight for a number of squares in that direction. **Draw:** Two straight lines. picture Hallway 3 west.

2. Turn

turn, direction: Indicates a square where the corridor turns in the direction **Draw:** A dot + an L shape.

picture Left: turn east.

Right: Hallway 1 north. AND Turn west.

3. Split

Split, (directions): indicates the corridor slits left and right. **Draw:** Line + two dots.

picture Left: split.

Right: hallway 1 north. AND Split.

4. Cross

Cross: indicates a square with four openings. **Draw:** Four dots

picture

5. Branch

Branch, direction: Indicates the corridor has an opening on the side or direction indicated. **Draw:** Line + two dots.

picture Hallway 1 east. AND Branch south. AND Hallway 1 east.

6. Terminate

Terminate: Indicates the end of a corridor. **Draw:** Three sided U.

picture Terminate.

7. Large Corridors

Large corridors can ban called in the same manor, but scaled to be twice as big, thrice as big, etc.

4. Room Calls

1. Rectangular

Designate a door as the entrance. Call how far the wall extends to each side. Then describe the depth of the room.

picture Room: 1 north, 2 south, 3 deep.

2. Wall trace

From the entrance, going clockwise, call the direction and length of wall segment.

picture Room, wall trace: north east 1, east 2, south 2, west 1, south 1, east 2, south 1, south west 1, west 2, north east 2, east 1, north 1

3. Large rooms

Large rooms, such as caverns, can be called by an extension of the wall trace method. A wall on each side can be traced, bit by bit.

4. Irregular Caverns

Irregular caverns can be called by describing the general path of the cavern and width of the cavern, similar to wall trace.

5. Doors / Exits

1. Definition

Doors are hinged panels. Exits are open passageways.

Call them after calling a rooms or corridors.

2. Calling

On each wall, count squares from east to west, north to south (reading direction), naming the number of the squares, and whether there is a door or an exit.

You can also call the center, or last square. **Draw:** Pictogram

picture Doors: East wall 2nd & 4th squares. South wall center.

Exit, west wall 2nd square.

3. Stairs

Stairs, and a direction (up or down), indicate a square filled with stairs. The stairs extend away from the previous call. **Draw:** Pictogram.

picture Left: Stairs going up.

Right: Stairs going down.

6. Example

This is a small example of a map and calls, starting from the entrance marked E.

picture

1. First Hallway

1. Hallway 1 North.

2. Turn West.

3. Hallway 1 West.

4. Branch South: To the South: Terminate.

5. Hallway 1 West.

2. Cross Roads

1. Turn South.

2. Cross. To the West: Terminate. To the East: Terminate; Door on the East wall. To the South: Hallway 1 South.

3. Spit. To the East: Terminate. To the West: Hallway 1 west. Stairs down.

3. Beyond the Door

1. 1 North, 0 South, 2 deep.

7. Exercise

Follow these map calls. The calls get harder as it goes on.

1. First Hallway

1. Mark the entrance in the bottom center of the page.

2. Hallway 2 north.

3. Turn to the east.

4. Hallway 1.

5. Split (North-South).

2. The southern chamber.

1. Terminate. There is a door on the east wall.

2. Room: 1 north, 1 south, 3 deep. There is one exit: north wall, center.

3. Hall 1 north.

4. Turn East.

5. Terminate.

3. To the north of the split.

1. Hallway 2 north.

2. Branch west.

3. Turn east.

4. Stairs up.

4. From the branch,

1. Hallway 3 East.

2. Cross. To the North: Terminate. To the West: Stairs down. To the South: Terminate; There is a door on the South wall.

5. Going Deeper

1. Room: 1 West, 0 East. 2 deep. One other door: South wall, 1.

2. Hallway 1 South.

3. Split.

To the East:

1. Turn North.

2. Turn East.

3. Turn North.

4. Hallway 1.

5. Room: 0 West, 2 East, 2 deep.

To the West:

1. Turn North.

2. Hallway 3.

3. Branch Eeast: Terminate.

4. Hallway 2.

5. Turn East.

6. Hallway 3.

7. Hallway 5.

8. Turn South.

9. Terminate.

Clean Up

6. Solution

Ask your Dungeon Master.

1. Basics

1. Award Experience

See Experience.

2. Divide treasure

Players split up the treasure between them (and their minions if agreed).

Money is typically split evenly, while magic items have conflicting calls diced or bargined for.

3. Funerary Rites

See life and death.

4. Town

When *clean up* is finished, return to *town* or end the session.

2. Evaluate Loyalty

At the end of each session the hirelings evaluate their loyalty.
- If their boss chooses to pay their wages again, they gain one point. - If an animal or monster got to eat its favorite prey, they gain one point. - If a hireling died that session, non-monster hirelings loose one point. - If a hireling or monster completed a goal, they gain one point. - They may gain or loose more points at the referee's discretion. See Character page 33.

Conflic

1. Basic

1. Time

One *conflict* takes one dungeon *turn*. Time within *conflict* measured in rounds.

Exaustin

At the end of the 6th round, and each round after, all creatures still involved in the combat take 1 damage.

2. Mapping

During conflict, it's possible to reference a map, but adding to a map is impossible. The dungeon master will not make *map calls*. See page X

3. Movement

While not *bad*, each combatant can move freely within a *zone*. Changing *zones* takes an *action*.

2. Inititative

The Dungeon Master can employ either of these two methods for initiative.

....

1. Dramatic

Each round, each combatant can take one *action*. Then they must wait for the next round to act again.

Players can go in any order they choose. After each player's action, an enemy take an action. However, if the player is *bad*, the enemy will go before the player instead.

....

2. Ranked

at the start of *conflict*, each player rolls a d10 and adds their *dexterity* score. this is their *count*. *Ordinary* monsters have *count* 13. *Powerful* monsters have *count* 18.

At the start of each *round*, the creature with the highest *count* takes one *action*. then proceed in decending order.

Ties between the players can be resolved in either order they please. players win ties against monsters, unless they are *bad*.

3. bad

bad is a generalized status conditions.

attacks and *stealth* against *bad* targets always succeed.

bad creatures can: - hear. - speak. - *Save*. - Desperate actions allowed by *badness*. For example, move randomly in the dark, or move inches while bound.

Bad cretures can not: - Move. - *Attack*. - Cast spells. - Use magic items. - Use class skills.

Depending on the exact condition, *Bad* creatures might be able to take some limited action. For example, a blind creature may beable to move randomly, or a bound character might work to break out of their restraints.

4. Actions

1. Attack

Make an *attack* with a weapon. See page X.

2. Magic

Cast a spell or use a magic item. See Magic.

3. Move

Move to an adjacent *zone*. See page X.

Sprint

Move twice. During the next round, you are *bad*.

Retreat

Move. You are now in-retreat: - -2 AC bonus. - *Attack* with *disadvantage*. - Can not cast spells. - If you do not *move* for a *round*, your retreat ends, and you are *bad* for one *round*.

4. Flee

If three or more *attacks* have *missed* you since last you took an *action* other than *move*, you escape the *conflict*.

5. Stunts

Other maneuvers are stunts. How they are resolved is up to the Dungeon Master.

Stunts may not cause damage directly.

Suggestions

Forced move: a *hit* has a 3-in-6 chance of moving an enemy to an adjacent zone.
Intimidation: with a successful charisma check, its force enemies to make a moral check.
Disarming: a *hit* grants a dexterity check to disarm an enemy. **Sundering:** a *hit* deals one damage to the weapon or armor.

5. Attacking

1. Statistics

The Armor Class (AC) is how likely a target is to be hit.

The Attack Value (AV), also called THAC0, is how likely an attack is to miss.

Lower AC and AV are better.

The Dungeon Master might either announce the result of the *attack*, or tell you the AC/AV so you can announce it yourself.

2. Making an Attack

To make an *attack*, subtract a d20 from you AV. If it is greater than or equal to the AC, you *hit*. Otherwise, you *miss*.

3. Dodging an Attack

To dodge an attack, roll a d20 and add your AC. if it is less than or equal to the AV, the attack is a *miss*. Otherwise, it is a *hit*

6. Appendix

1. Flanking

In melee, if one side surrounds the other, the surounded side has a +4 penalty to AC.

2. Friendly Fire

A missed ranged attack has a 3-in-6 chance to hit an ally engaged in melee.

3. En Passant

The first time each *turn* that a combatant takes a *move* action, they may also make an *attack*

4. Subdual

If a creature is *slain* with a blunt weapon, they can be left non-leathally incapacitated, and *bad* until a *shift*.

Magic

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Extended

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Advanced Downtime

These downtime activies are only available to certain classes, and only to 2nd level characters.

1. creating magic Items

Only magic-users of 9th level or higher can create magic items.

The player describes in detail the item that they wish. The Dungeon Master decides whether this is possible and, if so, what materials are required.

1. Restrictions

Divine spell casters May only create items that they are able to use themselves. Arcane spell casters may create any item except those that may only be used by divine spell casters.

2. Materials

Creating magic items requires rare components such as expensive gems or ingredients from rare monsters.

3. Cost and Time

If duplicating the effects of a spell, construction costs one week and 5g, per level of the mimicked spell, multiplied by the number of uses.

The Dungeon Master must use discretion for other items. As a general rule, items should cost from 100 to 1000gp and from 4 to 52 weeks to complete.

2. Crime

Only Thieves, Acrobats, Animalkin, Kobold and Warlocks can pursue crime.

Thieves have *advantage* on *ability checks* made for crime.

1. Heist

A *heist* is a single large crime or scheme. Get a note card to keep track of your progress on the *heist*.

2. Tilling a Vacancy

Scoping out a new *heist* takes one week.

1. Write the location and the target on your *heist* card.

2. Roll a number of d12 equal to your level. This is the *value* of the *heist* in sp.

3. Roll a d6. This is the *potential* of the *heist*.

4. Roll 2d4. This is the *heat* of the *heist*.

5. Write each *ability score*: *strength, dexterity, constitution, intellegance, wisdom, charism*.

Boredom

If your up for a challenge, the *heat* of the *heist* becomes 10, and the *value* increases tenfold.

3. Risk

Whenever you take a *risk*, cross off an *ability score* from your *hiest* card. If none remain, take your pick instead. *Check* that *ability*. If you fail, there is an X-in-8 chance of *trouble* where x is the the *heat* of the *heist*.

After the first *trouble*, the hiest looses two *potential*, gains one *heat*. And, you must pay a fine equal to twice the *value* of the *heist*, and preform a week of service.

After the second *trouble*, you end the *heist*, pay a fine of four times the *value*, and must preform two weeks of service.

Loosing a Glove

If you are unable to pay the fine, you instead have a hand cut off.

....

4. Actions

Each week, you can take one action on an existing *heist*.

Bite the Blow

If the hiest has at least one *potential*, take a *risk* to get paid 20% of the *value*. Reduce the *potential* by one.

Fence

When a *heist* has zero *potential*, take a *risk* to end the *heist*, and get paid 100% the *value*.

Till a Rounder

Invite another character to the *heist*. Each week, including this one, they can use their downtime to take one action.

Pay the Prigs

Add an NPC accomplice's name to the *heist* card. Each accomplice takes a 10% cut, but gives a -2 bonus on the *ability check* for *risk*.

Tide the Vacancy

Increase the *potential* by one.

Tide the Heat

Spend a week carousing. Reduce the *heat* by one, to a minimum of three.

Grease the Hamlet

Pay 1 gp. Take a *risk* to automatically succeed the next three *risks*.

3. Devotion

Only divine magic-users can preform devotion.

You have a 3-in-6 chance of getting 5 Merit.

....

1. Lawful

True Aid: Costs 7 *Merit*. One successful bandage heals the maximum amount it could.

....

2. Any Alighnment

True Spell: Costs 10 *merit*. 3-in-6 chance of remembering a spell when cast.

....

3. Chaos

True Glimps: Costs 4 *merit*. *Dismember* with *advantage*.

4. Embezzlement

Only Clerics and Princesses can engage in embezzlement.

1. Vacancy

You're able to find 20 times your level cp to embezzle.

In addition, taxes, unclaimed inheritance, and similar transactions from this or last session can be embezzled.

2. Laundry

Roll a d6 for each 50 cp.

- **3-6:** Safely sequester the money into your own account.

- **2:** Loose the money, but don't take any risk.

- **1:** Loose the money, and risk getting caught (see below).

3. Risk

Roll a d20.

- **20:** Safely sequester 100 cp into your pocket.

- **5-19:** Avoid suspicion.

- **2-4:** you aren't caught, but need to lay low and not embezzle anymore this week.

- **1:** Caught! Preform a week of service for each time you have ever been caught embezzling.

5. Forging

Only Dwarves can forge. Choose one option and gain 1d3 *merit*.

1. Honing

Costs 10 cp. A honed weapon deals an additional d4 damage. When rolling a 4 on that bonus, the honing fades.

2. Repair

Costs 10 cp. Heal 1 damage from an item.

3. Construction

You can make any weapon. See....sdasdwehj. Get a note card to track your progress. Calculate the total points of the weapon being constructed, based on its damage, properties, and enchantments:

Properties	Point
d4 or d6	1
d8	4
d10 or d12	7
slow, two-handed	1
blunt, charge, melee	3
splash, thrown	5
fired, fragile	7
+1 enchantment	12
Flaming enchantment	20
Warning enchantment	16

Each week costs 5 cp for normal weapons, and 200 cp for magic weapons. Progress 1d6 points each week.

Up to two Dwaves can work on the same weapon at a time.

6. hibernate

Only animalkin can rest this deeply.

1. Healing

Heal 2d6, or have a 2-in-6 chance to cure a minor disease or neutralize a minor poison.

2. Merit

Gain 1d4 *merit.*

3. Dreams

Gain one rumor from a dream.

1-in-10 chance to have to battle a monster in the dream dimension. Same rules as questing.

Nightmare

HP: Lvd4, **AC:** 10 **AV:** 19, **Dam:** 2 **Reward:** 200 xp.

7. Magical Research

Only arcane magic-users can preform magical research.

1. Adding to a spell book

Arcane magic-users can only add to their own book, and only spells on their spell list. See .....

2. Assimilating spells

All spells must be identified with Read Magic, and takes one week per spell level.

Spell Scrolls

Costs 1 gp per spell level. Destroys the scroll

Success rate: (80 + your intelligence score)%.

Captured Spell Books

Costs 3 gp per spell level **Success rate:** (50 + your intelligence score)%.

Mentoring

You can learn a spell from a mentor. See finding a mentor. In addition to the mentor's wages, studies cost 5 sp and one week, per spell level.

3. Creating New Spells

The player describes in detail the spell they wish to create. The referee decides if the spell can be created.

The spell must be of a level the character can cast. Research takes two weeks and 100gp per spell level.

Basic Downtime

These downtime activities can be done by any character.

1. Baking

Get that bread!

Working at the bakery heals 1d6, in addition to natural healing. Then, if you are at full HP, you get 2 special HP above your normal maximum.

2. Carousing

Go out gambling, drinking, and cruising. A *week* of carousing costs 10 cp, in addition to any money spent gambling.

1. Rumors

While out gambling and debaucherizing, you hear rumors. Roll a d6. on a 1 or 2, ask the Dungeon Master for a rumor. Otherwise, start a rumor yourself.

2. Gambling

You can play a number of games of dragon ante equal to three times your level. The buy in for each game is 1 cp. Roll a 2d10 and see the result:

2d10	Result
2	Jail! Pay a 50 cp fine and preform a week of service. If you are unable to pay, loose a hand instead.
3-4	Loose horribly: pay 25 cp.
5-12	Loose your buy in
13	Win 5 cp
14	win the opportunity to play twice more!
15-16	Win 10 cp
17	Win 25 cp, anger a local
18	Win 50 cp, get in a bar fight: 1d6 damage
19	Hot Hand! Win 100 cp. Get asked to leave for the *week*
20	Challenge the red dragon!

3. Challenging the red dragon

Roll a d12. On a 1, you must pay 50 cp, or preform a week of service. On a 2-11, you win 5 cp. On a 12, win 300 cp, or...

Choose to challenge Tiamat: Roll 6d6. Choose any number to reroll. Repeat this three more times. If you have six of a kind, or a 1, 2, 3, 4, 5, and 6, you win 6 gp, 6 sp, and 6 cp.

3. Employment

1. Job Search

If you do not have a job, spend 50 XP for the privilege of lookinf dor one. Roll a 3d6 to determine what kind of job you've been offered. Then make a charisma check to see if you secure the offer.

You can apply to up to three jobs per *week*.

3d6	Job	Wage
3-8	None	-
9-13	Tavern Hand	10 cp
14-16	Store Clerk	30 cp
17	Blacksmith Assistant	50 cp
18	Wizard Assistant	100 cp

2. Work

Roll a d10 to determine the results of your work.

d10	Result
1	Fired: No wages + loose job
2-8	Normal: Receive wages
9	Tipped: Receive double wages
10	Promotion: See Below

Promotion

Upon receiving a promotion, your wages are increased by 50%. You receive your old wage for that week. Next time you work, you will have a higher title, and the new wage.

3. Employee Discount

Blacksmith assistants get a 10% discount on weapons and armor. Store clerks get a 10% discount on other basic gear.

Wizard assistants have a 1% discount on Magical Research.

Tavern hands get free beer and a 25 cp sign on bonus after their first week of work.

4. Finding A Mentor

Findng a Mentor is a prerequisite for other downtime activities. Searching cost 20 cp. Choose a class, and level.

Roll D%. If it is less than or equal to 60 minus three times the level of the desired mentor, you find a mentor. Give them a name, and some details, and tell your Dungeon Master.

Now that you have established contact, you can hire them in the future for a cost of 200 cp per level, except for Clerics who instead accept 1 *week* of service. After each hire, there is a 1-in-10 chance you loose contact with them.

Spellcasters have a 1-in-6 chance of knowing any particular spell.

If you fail to find a mentor, you gain 1d4 *merit*.

5. Healing

A stay in the temple costs 100 cp, or one week of service. It completely heals you, cures mundane illnesses, has a 4-in-6 chance of curing mundane toxins, and a 1-in-6 chance of removing minor cureses.

6. Questing

More adventuring!

Choose a challenge to face. Each round, you'll make a melee attack against it, and then it will make a melee attack against you. You can flee at anytime.

Multipule characters can team up. Each character gets to make an attack, and the challange will make only one attack, chooseing a target at random.

If you slay the challenge, you gain its reward.

Characters of 5th level or higher can take on three challenges each week.

Fighter and Knights take half damage.

1. Sewers

HP: 1d8, **AC:** 9 **AV:** 19, **Dam:** 1 **Reward:** 2d12 cp + 10 xp + a rumor.

2. Outlands

HP: 3d8, **AC:** 8 **AV:** 17, **Dam:** 1d4 **Reward:** 4d6 sp + 150 xp + 2 *merit*. + *True Service*: Costs 4 Merit. Using this boon counts as a week of service.

3. Darkwood

HP: 4d8, **AC:** 5 **AV:** 14, **Dam:** 2d6 **Reward:** 4d6 sp + 50 xp + 4 *merit*.

4. Den of a Lesser Dragon

HP: 10d8, **AC:** 0 **AV:** 8, **Dam:** Save Blast for 8d6 (recharg 5-6), or 2d6 **Reward:** 2000 gp + 5000 xp + 10 *merit*

7. Recruiting

Go to upto three different establishments, or the same establishment twice. Roll on the table, adding you reaction modifier (see Character page 4). For each you roll well on, ask the Dungeon Master for a minion from that establishment.

1. Forum

d8	Minion
<=1	Grammar corrected
2-4	Nothing
5-7	1 human
>=8	2 human

2. Port

d8	Minion
<=1	Robbed! Loose 4d6 cp and take 1 damage
2-4	Nothing
5-7	1 human
>=8	1 demihuman

3. Tavern

d8	Minion
<=1	Booed and mocked. -1 to next recruitment
2-4	Lulled into on game of dragon ante. See carousing. If you win, +1 to next recruitment

4. Sewers

d12	Minion
>=11	Attacked! 1d6 damage
5-10	Nothing
3-4	1 human
2	1 kobold
1	1 monster
<=0	1 monster and 2 kobold

5. Guild Hall

d20	Minion
<=14	Nothing
15-18	1 Human
19	1 Dwarf
20	1 Catkin
>=21 1 Elf	

8. Selling

Try to get a better buy on your treasure.

Each week, you can find buyers for treasure equal to 100 cp times your level. If a single object is more valuable than that, you must work for several *weeks* to sell it.

True Merchant: For each 1 *merit* spent, sell an additional 10% (compounding).

1. Sale

When you sell the item, roll d% on the table, and add your *charisma* score.

d%	Sale
<20	Robbed! 0%
20-29	Low ball: 75%
30-39	Low ball: 90%
40-89	110%
90-100	140%
>100	Swindler! 200%

If you get a low ball, you can refuse to sell.

If you get robbed, ask your Dungeon Master for a lead on the thieves.

2. Tax

There is a 1% tax on sales over 500 cp.

9. Service

"Volunteer" at the temple.

Service is often done in payment for crimes, or to restore favor of a diety.

The first time you preform service, you gain no benifit. The second time, you gain one *merit*. The third and further times, you gain three *merit*, and can buy one boon, depending on your alignment.

....

1. Lawful
- *Unboon*: gain an additional 1d4-1 *merit*.

- *True Citizanship*: Costs 1 *merit*. Reduce the estate tax to 5%, for a character who died in the previous session, or wave any one tax this session.

- *True Service*: Costs 4 *merit* Using this *boon* counts as a *week* of service.

- *Healing*: Costs 1 *merit*. Heal 2d6.

....

2. Any Alignment
- *Clergy*: costs 10 *merit*. From now on, you can preform embezzlement as a downtime activity.

- *True Learning*: Costs 6 *merit*. Increase the XP from one *delve* by 50%. Does not stack.

- *True Agreement*: Costs 5 *merit*. Call in a favor with temple leadership.

- *True Valor:* Costs 3 *Merit*. When an *touch* ally is attacked, redirect it to yourself.

- *True Ability*: Costs 20 Merit. When you succeed an ability check, other than *constitution*, increase that that score by one, to a maximum of 16.

....

3. Chaotic
- Instead of buying a *boon*, you cna pay 50 cp to have a goon do your service for you. Spend a *week* of downtime elsewhere.

- *True Accounting*: Costs 5 *merit*. Aquire 50% of the estate tax of a character that died last session, or 100% of the estate tax of a character that died this session.

- *True Law*: Costs 6 *merit*. Reroll a *risk* on another character's crime. See advanced downtime.

- *True Pain*: Costs 10 *Merit*. Instead of rolling, deal the maximum amount of damage on one weapon damage roll.

10. Taming

Mundane animals can be tamed by anyone. Druids, and Elves, can tame magical animals, and tame mundane animals twice as fast.

Choose the type of animal you want to find. It must be an animal common in the area your located in. You can also choose an animal you have already made progress with, or a rare animal you know the location of.

Each week, make two *charisma* checks, (Druids and Elves make four). For each you succeed, you gain one favor with the animal.

Once you gain a favor equal to 5 plus the HD of the animal, the animal becomes tamed. Then you can begin training it.

Each of the following skills costs a certain amount of favor:

Skill	Favor
Bravory	2
Attacking	5
Ridable	1
Guarding	3
Tracking	3

11. team-building

Spend the week attending leadership seminars, and making topped flat bread to enjoy with your or your friend's minions.

Costs 10 cp per minion. Each participating minion has a 2-in-6 chance of gaining 1 loyalty, to a maximum of 8.

1. Boons

Each minion that gains loyalty yields 1 *merit*.

True Loyalty: Costs 5 *merit*. One loyalty check automatically succeeds.

True Valor: Costs 3 merit. When a *touch* ally is attacked redirect it to yourself.

12. Training

While you were carousing, I studied the blade.

In order to train, you must hire a mentor of the same class but a higher level. See finding a mentor.

For each additional 10 cp you spend, gain 1d20 xp.

For an additional 5 cp per minion, up to three minions of the same class can train with you, and gain half the XP that you do.