

# Cast World (Can't Anyone Save The World?) – Rules Preview

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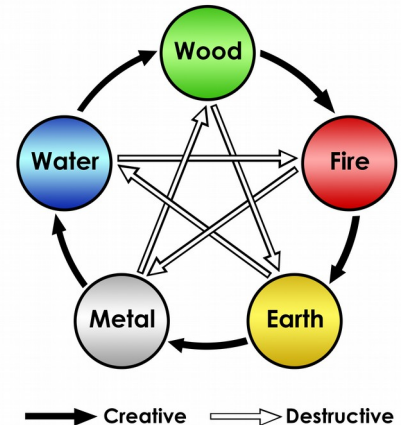
## What Is This?

These are the rules of Cast World, with much of the content cut out. This is intended to give an overview of what you'll be doing with this game, without making the game itself free to the public.

## Character Creation

Roll 3d6 eight times, and assign each value to one of the following, in any order: strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), wisdom (WIS), charisma (CHA), piety (PIT) and birthright (BIR). Also create these aspects: Health points (HP), armour points (AP), Mana Points (MP) and Walking Speed (WS). These aspects begin with the values 10, 10, 10 and 30 respectively.

Next, choose one of the following races: human, woodfolk, oxkin or hollow. This choice does not have any initial impact on the game, but can factor in later. Next choose a class. Two classes are listed below. Finally, choose up to two elemental affinities from the graph to the right, noting the elemental relation – creative or destructive (if you chose less than two, your elemental relation is nullified).



## Classes

### Fighter – STR 14 or above only

Brave Action: This class can use the brave action.

Barehanded: +2 to attack and damage rolls when no weapons are equipped.

Starting Wealth: 3d6gp.

Starting items: Common clothes, leather breastplate, dagger, healing salve (5 uses).

### Wizard – INT 14 or above only

Magic: This class can use magic.

Starting Wealth: 3d6gp.

Starting Items: Fine clothes, short rod, a book of spells (handwritten).

## Rests

Only a full 8 hours of rest can fully recoup your HP and MP, and as such a rest must be taken in a safe location. If taking a rest is not possible, healing and regenerative items are your only options for recovery.

## Currency

Money is simple: 1 gold piece (gp) is equal to 10 silver pieces (sp), and 1 silver piece is equal to 10 copper pieces (cp).

## Progression

The DM may reward the players with an experience point (XP) when they feel it is appropriate. These points can be spent to improve a character. Each base statistic can be improved up to 18. No character can accrue more than 20 experience points over the course of a campaign.

## Combat Challenge

All combatants roll 3d6 for initiative; a single round takes 6 seconds in game time. Each turn, the combatant may take the following actions:

- Moving up to their maximum WS.
- Taking one standard action.
- Taking as many free actions as the DM permits.

A standard action is one of the following:

- Dash: This doubles the distance a combatant can move this turn.
- Item: Using an item, such as drinking a potion, throwing a rock, etc.
- Attack: A melee or magical attack against an enemy.
- Defend: Taking a defensive stance, thus adding 2 to your AP until your next turn.
- Brave: Attacking twice this turn, skipping your next turn.
- Default: Defending, as above, and saving an extra attack for later; you may only have one extra attack saved at a time, and it is lost at the end of combat.

Free actions are anything else, including verbal commands, gestures, drawing a weapon, etc.

To make an attack (ATK), roll 3d6 **above or equal to** the defender's armour points, including modifiers. On a success, roll DMG defined by your weapon (or 1d6-3 if you lack one). Rolling an 18 or 3 are considered successes, regardless of anything else.

When a character's HP reaches zero, they fall unconscious. If an entire party becomes unconscious, it's at the DM's discretion as to whether it's a total party kill or not.

## Ability Challenge

Ability challenges are non-combat tasks that still require considerable skill.

To perform an ability challenge, choose an appropriate stat, plus any modifiers, then roll 3d6; the goal is to roll a number **below or equal to** the chosen stat's value. Again, 18 and 3 are both considered successes, regardless.

## Items

Item	Details	Cost
Clothes	Common	2sp
	Fine	2gp
Rations	1 day's supply	1sp
Healing Salve	HP:+2d6+2, 3 uses	2gp
Shortsword	Reach: 5ft, DMG: 1d6	8sp
Dagger	Reach: 5ft, DMG: 1d6-2	3sp
Short Rod	Reach: 5ft, ATK: +1 when casting, DMG: 1	3gp
Shield	AP: +2	2gp
Leather Breastplate	AP: +1, HP: +1	2gp

## Magic

Name	Cost	Details	Effects
<b>Dispell</b>	6 MP	Target: single target, Range: 120ft	Roll 1d6. On a 1, this spell fails. Cancel a spell with persist or duration.
<b>Firebolt</b>	2 MP	Target: single target, Range: 60ft, Restriction: fire affinity	Deal 1d6+3 fire damage.
<b>Force Missile</b>	2 MP	Target: single target, Range: 30ft	Deal 1d6-1 damage. You may cast this spell up to three times at once. If you do, you may select a new target for each spell.

## Abilities

Name	Cost	Effects
<b>Higher Stamina</b>	1 XP	Your maximum HP increases by 4. You may take this ability as many times as you like.
<b>Higher Mana</b>	1 XP	Your maximum MP increases by 4. You may take this ability as many times as you like.
<b>Brave Action</b>	3 XP	You can use the brave action.
<b>Default Action</b>	3 XP	You can use the default action.

## Monsters

### Kobold

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
7	15	9	8	7	8	11	5
HP	AP			MP	WS		
5	8			0	30ft		

Kobolds gain -2 to ATK and ability challenges that rely on sight while in sunlight.

Kobolds gain +2 to ATK when at least one ally is within 5ft of the attack's target.

Kobolds carry a dagger and a sling, and can attack with either.

### Attacks

Dagger: DMG: 1d6-2 (reach: 5ft, throwable 30/90).

Sling: DMG: 1d6-2 (projectile 80/120. They may spend 1 action aiming. If they do, they succeed their next ATK and gain +1d6 to DMG).

## Credits

**Lead Designer:** Kayne Ruse

**Special Thanks:** Ken Carcas

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