

Saves



Saves are rolls performed to avoid a danger or undesired effect. The rules will instruct you to Save versus a specific attack. The name of the Save is descriptive (something like Save vs. L4 Fire, Save vs. HCL+2 Magic, Save vs. L6 Poison). The target number is what matters. To perform a Save, roll d6, adding any modifiers indicated in the description of the Save. IF NO MODIFIERS ARE DESCRIBED, APPLY ONLY THOSE IN THE CHARACTER'S PLAY SHEET, IF ANY. There is NO UNIVERSAL modifiers Table: each Save is a slightly different experience.

If you roll the target number or better, nothing happens. You Saved successfully and avoided the effect. If you roll lower than the target number, you suffer the consequences (e.g., damage, paralysis, falling asleep, being unable to attack, or any other effects).

Example: As the PCs step in a strangely smelling chamber, they realize it is filled with poisonous gas and must Save vs. L3 poison or lose 1 Life. A roll of 1 or 2 results in 1 damage, while a 3+ means no damage. The PCs who rolled 3+ managed to hold their breath or covered noses and mouths with capes.

Saves may have modifiers based on classes, such as bonuses for barbarians lifting weights or clerics entering theological debates. Armor may impose penalties on Saves requiring agility. Again, there is NO GENERAL RULE: read the text of the Save. Some classes may be totally immune to a threat, and in that case they are not required to Save.

Example: In the gas room above, a kukla (who does not breathe) does not need to Save.

As a rule of thumb, barbarians are tough and strong and Save well against dangers based on muscle power and health. Halflings generally have the best Saves, accounting for their Luck and sturdiness. Rogues have the best Saves to avoid Traps and when reflexes, agility and observation are used.

Do not mix up Defense rolls and Saves. Defense rolls ask you to roll ABOVE a target number (e.g., to defend against a L4 attack, you must roll a 5+). Saves ask you to roll the target number or higher. This can get confusing when dealing with Traps that require a Defense roll, such as Traps that shoot darts.

Saves

Stealth Saves

A Stealth Save is performed to determine whether a PC can avoid being seen or heard. Use the L of the Foe as difficulty for the Save.

Example: To avoid being seen by a group of L5 goblins, a rogue must Save vs. L5.

Rogues add +L due to training, halflings add +1/2 L due to their small size, and elves add a flat +1 bonus due to innate agility. PCs with shields roll at -1. PCs with heavy armor roll at -1. A roll of 1 or below is always a failure. Use the rules for Exploding dice.

A successful Stealth Save lets the PC go unnoticed. If multiple PCs are involved, make a single roll for all of them using the WORST modifier in the group.

Example: A L3 rogue and a warrior with shield and heavy armor try to skulk unnoticed into an orcish camp. The rogue would roll at +3 (L3) and the warrior at -2 (-1 for a shield and -1 for heavy armor), so you perform a single roll for both using the warrior's modifier, -2.

Stealth Modifiers Summary

Rogue, assassin, acrobat: +L

Halfling, swashbuckler, kukla, elf: +1/2 L

Ranger, wilderness scout: +L outdoors

Wood elf: +1, +1/2 L in forests and jungles

Shield: -1

Heavy Armor: -1

Group roll: Use the WORST modifier in the group.

The environment will give a modifier. Use your common sense – if adventuring in a tomb located in a jungle, use the jungle modifier outside of the tomb, and the tomb modifier once the party enters the building.

Plains, desert, barren hills: -2

Light forest, Large Ship, Labyrinth, City Streets/Alleys: +1

Dense forest, Sewers, Swamps: +2

Jungle: +3

Tomb, catacomb, necromantic dungeon: +1

Valley, Ruins, Fortress, Prison, Temple, Rocky hills: 0

Tower: -1

Sneaking upon a sleeping Foe: +3

Foe distracted by Illusion: +1 (or Foe's L lowered by 1)

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Other environments will be described in supplements. Lighting conditions, fog, darkness or magical surveillance will affect Stealth Saves.

In some situations, you may want to split the party.

Example: You send the party's two rogues past a couple of guards to attack them by surprise. The other PCs are 1 turn away, and will be able to join the fight later (they skip their first turn of combat).

Using Stealth

When you enter an unexplored area and Foes are present, you may roll a Stealth Save vs. the Foes' L. If you succeed, you have 2 options:

- 1) Quietly exit the area before Foes can spot you. You travel into either a connected, unexplored tile or back into an already explored tile (roll a 1-in-6 chance of Wandering Monsters as you do so). As Foes haven't spotted you, you must NOT perform any Defense rolls and you may NOT cast any spells except Escape or other Teleportation spells.
- 2) Ambush the Foes, gaining surprise (reduce the Foes' L by 1, to a minimum of 1, during the first turn of the ensuing combat, and if they have ranged attacks, they can't use them before the melee). Alternatively, you may reveal yourself and check their Reactions.

If you fail, the Foes gain the initiative and (your choice) either attack the party, striking first, or roll for Reactions.

Assassins use the rules for their class.

You cannot use Stealth against Wandering Monsters, Special Events or Traps. Use your common sense: an acidic ooze that "attacks" by seeping through shoes is not affected by Stealth. You can't use Stealth against a creature that is treated as an Event (e.g., invisible gremlins, a traveling merchant, etc.).

Who Rolls for Stealth?

If the whole party is advancing, you roll once for all the party, using the worst Stealth modifier. It is easier to send a lone scout ahead of the party if you have a PC with a better Stealth. But, if the Stealth roll fails, the scout will be alone with the Foes for 1 turn, and all attacks must be assigned at the scout.

New Expert Skill: Stealth Training

You may learn this Skill at any Level, with a successful XP roll. PCs with this skill add +1/2 L to Stealth Saves. You may not take this skill if you already have a Stealth bonus better than +1.