Basements & Boogiemen – v0.2

Jack Tipper

Contents

[About the Game 3](#_Toc170191367)

[Character Creation 4](#_Toc170191368)

[Stats 4](#_Toc170191369)

[Classes 4](#_Toc170191370)

[Warrior 4](#_Toc170191371)

[Rascal 4](#_Toc170191372)

[Brute 4](#_Toc170191373)

[Magus 4](#_Toc170191374)

[Priest 4](#_Toc170191375)

[Performer 4](#_Toc170191376)

# About the Game

This is a game designed for simplicity and ease of use. The ruleset is defined for how combat encounters should operate, but this system can be used in a broader context as well.

It is ultimately your game, use it to have fun.

# Character Creation

## Stats

Physical – Strength, Dexterity, Constitution

Mental – Intelligence, Wisdom, Charisma

## Classes

There exists a class for each main ability score (6 total).

|  |  |  |
| --- | --- | --- |
| **Class** | **Ability Score** | **Bonus** |
| Warrior | Strength | To Damage |
| Rascal | Dexterity | To Save |
| Brute | Constitution | To Toughness |
| Magus | Intelligence | To Spell Effects |
| Priest | Wisdom | To Restoration Effects |
| Charmer | Charisma | To Status Effects |

### Warrior

Description: Warriors are strong and specialize in hitting hard.

Ability: Warriors to extra damage equal to their STR modifier.

### Rascal

Description: Rascals are talented and nimble folk.

Ability: Rascals add their DEX modifier to all saving throws.

### Brute

Description: Brutes are beefy individuals that can absorb damage.

Ability: Brutes reduce incoming damage by their CON modifier.

### Magus

Description: Magi are wizards that can memorize and cast spells.

Ability: Magi add their INT modifier to spell effects.

### Priest

Description: Priests are clerics that specialize in healing and restoration.

Ability: Priests add their WIS modifier to restoration effects.

### Charmer

Description: Charmers are bards that specialize in creating status effects.

Ability: Charmers add their CHA modifier to status effects.