

Bluish Basics Quick Reference

Ability Check

d12 + ability \geq target

	Level 1	Level 2	Level 3
Your checks	7+	6+	5+

Combat Round

- Initiative (d12 / side)
- Morale checks
- Movement
- Missile attacks
- Spells
- Melee attacks

	Level 1	Level 2	Level 3
Enemy checks	7+	8+	9+
Cleric spells	1/0	2/0	2/1
M-U spells	2/0	3/1	4/2

Reaction

1-3: Negative

4-9: Uncertain

10-12: Positive

Morale

1-3: Retreat

4-9: Decide

10-12: Fight on

Damage

Low: lower of two d6

Normal: d6

High: higher of two d6



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Bluish Basics Character Creation

Character Creation

- Roll d12 to determine the six ability values
- You may swap two values
- It is recommended to place the highest value in the class required ability
- Choose a class
- Write down the hit points and attack bonus
- Write down the starting equipment of your class
- Roll d12 and multiply it by ten for your starting gp
- Purchase armor, weapons, and any other items
- Pick a spellbook if needed
- Prepare for adventure!



Ability Value

- 1-2: Low (-1)
- 3-8: Average (0)
- 9-11: High (+1)
- 12: Exceptional (+2)

Starting Equipment

Everyone gets a waterskin, five iron rations, and:

Fighter: backpack, short sword, dagger, three torches, flint and steel

Cleric: backpack, holy symbol, lantern, two pints of oil, flint and steel

Magic-User: shoulder bag, spellbook, pen, ink, parchment, healing potion

Thief: backpack, tools, 50ft rope, grappling hook, large sack, small sack

Starting Magic-User Spellbooks

- 1-4: Read Magic, Light, Magic Missile, Read Languages, Strength
- 5-8: Read Magic, Detect Magic, Hold Portal, Sleep, Continual Light
- 9-12: Read Magic, Charm Person, Light, Shield, Knock, Web

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