

BLUISH BASICS



Welcome to Bluish Basics,
a role playing adventure game
where you play characters
brave enough to explore
places of peril and dread
in search of fame and fortune.



Bluish Basics

Character Sheet

NAME: _____

CLASS: _____ LEVEL: _____

STRENGTH (melee attacks, Fighter)	<input type="text"/>	ARMOR CLASS	<input type="text"/>
INTELLIGENCE (languages, Magic-User)	<input type="text"/>	HIT POINTS (current / max)	<input type="text"/>
WISDOM (magic saves, Cleric)	<input type="text"/>	ATTACK BONUS (melee / ranged)	<input type="text"/>
CONSTITUTION (hit points gained)	<input type="text"/>	STR + Class	DEX + Class
DEXTERITY (ranged attacks, Thief)	<input type="text"/>	LANGUAGES:	_____
CHARISMA (reactions)	<input type="text"/>	GOLD: _____	EXP: _____

Bluish Basics Quick Reference

Adventuring turn

- Party declares actions
- Ref describes outcome
- Update time records

Ability checks and saves are rolled with a d12 and modified by the relevant ability

Level 1 Level 2 Level 3

Combat round

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

Your checks	7+	6+	5+
Enemy checks	7+	8+	9+
Cleric spells	1/0	2/0	2/1
M-U spells	2/0	3/1	4/2

Damage

Low: lower of two d6 Normal: d6 High: higher of two d6

