

[illegible]

This ruleset is stripped down, hyper-minimilist version of the unchained worlds system. You can run in and play unchained worlds modules using these basic rules by using the provided rules and allowing your table's keeper to adjudicate in instances of uncertainty.

Abilities

- 1

- Charisma: Joke, flatter, persuade, lie, bluff, perform, and intimidate others. Useful wherever talking or looking good is needed.

Modifiers

The keeper may ask you to make a check to succeed an attempted action, or a saving throw to resist negative effects. Roll a 1d20 and add the modifier for the relevant ability.

Score	Modifier
20	+5
18-19	+4
16-17	+3
14-15	+2
12-13	+1
10-11	0
8-9	-1
6-7	-2
4-5	-3
2-3	-4
1	-5

Generating ability scores

Roll 4d6. Set aside the lowest roll and ignore it. Add up the remaining three. This is your strength score. Repeat this process for the other five abilities. When you're done, you may switch the scores of two abilities. You may do this only for one pair of abilities.

Class

You may choose between mage, rogue, or fighter.

Mage

Mages can use staves and daggers, but cannot wear armor. You start with a spellbook to store your spells in, a wand to cast spells with, robed common clothes, 10 torches, 10 days of rations, and 10 gold pieces.

LVL	XP	HP	SPELLS	SPELL LVL	Feat
1	0	1d4	1	1	Spellcasting
2	100	2d4	2	1	Improve Spell
3	600	3d4	3	2	Improve Spell

	4		1200		4d4		4		2		Improve Spell	
	5		2000		5d4		5		3		Signature Spell	
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Spellcasting Chose either INT or WIS as your spellcasting modifier. When you make spell attack rolls, add this modifier. When targets make saving throws to resist your spells, they roll against 10 + spellcasting modifier. During each rest, you may prepare copies of your spells to cast. You know 1 spell at first level, and learn a new one with each level following. You can cast each spell you know once per rest.

Improve Spell Pick one spell. Make some change or improvement to it. Work with the keeper.

Signature Spell You may create your own spell. It may be any spell level. Work with the keeper.

Rogue

Rogues can use one-handed weapons, and can wear light armor. You start with two daggers, a bow with 20 arrows, 10 torches, 10 days of rations, hooded common clothes, and 10 gold pieces.

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	LVL		XP		HP		Tricks						
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	1		0		1d6		2						
	2		100		2d6		3						
	3		600		3d6		5						
	4		1200		4d6		6						
	5		2000		5d6		8						
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Tricks(level 1 minimum)

1. Pet: You get a rat, cat, ferret, or bird. It shares your turn in initiative.
2. Intimidation: You have a +4 bonus when trying to intimidate.
3. Stealth: You have a +4 bonus when you try to sneak.
4. Thief: You have thief's tools and a +4 when picking locks.
5. Liar: You have a +4 bonus on rolls made to when deceiving others.
6. Lore: You have a +4 bonus when trying to remember information about the world.
7. Pickpocket: You have a +4 bonus on rolls to steal.
8. Performer: You know how to play an instrument, and get +4 to rolls using it.
9. Flirt: You have a +4 bonus when trying to flirt or seduce others.

10. Thieves' cant: You know a secret language of thieves.

Tricks(level 3 minimum)

1. Steady Aim: +5 with bow attacks if you stand still for the entire turn.
2. Sneak Damage: 2d6 bonus damage when attacking while hidden from the target.
3. Arcane Initiate: You learn one 1st level spell and can cast it once per rest.
4. Dual wielder: When holding two one-handed weapons, you can attack one additional time.
5. Fencer: When wielding a rapier, you gain a +2 bonus to AC.
6. Thrown expert: You have a +4 bonus to attack rolls with thrown weapons such as darts.
7. Cunning action: You may dash, hide, or dodge once for free on your turn.
8. Second story work: You can climb vertically up most walls with your movement.
9. Swift hands: You have two free object interactions per turn.
10. Acrobat: You have a +4 bonus on climbing, jumping, balancing, and DEX saves.

Tricks(level 5 minimum)

1. Uncanny dodge: Once per round of combat, you can halve the damage of an incoming attack.
2. Arcane Adept: You learn one 2nd level spell and can cast it once per rest.
3. Expertise: pick one +4 you received from a trick. Double it.
4. Evasion: When you succeed a saving throw to halve damage, you take none. When you fail the same roll, you take half.
5. Distraction: Once per round, you can impose a -4 penalty to an enemy's attack roll within 60ft of you.
6. Inspiration: Once per combat encounter, you can add a 1d12 to an ally's attack roll, ability check, or saving throw.
7. Armorer adept: You may use shields and medium armor.
8. Extra attack: When you take the attack action, you may attack twice.
9. Vice: once per rest, you can restore 1d6 hit points by smoking, drinking, or eating.
10. Cat-like reflexes: All fall damage is halved for you.

Fighter

Fighters can use all weapons and armor. Choose one of the following options for starting gear: 1. Sword, shield, medium armor 2. sword, bow, 20 arrows, light armor then add 10 torches, 10 days of rations, athletic common clothes, and 10 gold pieces.

LVL	XP	HP	Feat

	1		0		1d10 Weapon training
	2		100		2d10 Power Move
	3		600		3d10 Extra Attack
	4		1200		4d10 Specialty
	5		2000		5d10 Extra Attack

Weapon Training Pick 3 types of weapons. You gain a +2 bonus to attacks made with them.

Power Move You may gain a 1d12 bonus on any required checks when you declare an action such as swinging from a chandelier, pushing someone off a cliff, or glaring at a creature to intimidate them. Once you use this ability, you cannot use it again until you complete a rest or exit a combat encounter.

Extra attack Whenever you take the attack action, you may make two attacks instead of one.

Specialty Choose one of the following options: - Armorer: You gain an additional +2 to your AC from wearing armor - Archer: You gain an additional +4 bonus to attack rolls made with bows - Brute: Your attacks deal 1d12 damage instead of 1d6 - Weapon Expert: Pick 3 types of weapons. You gain a +2 bonus to attacks made with them.

Additional stats

Hit points

Hit points represent your physical well-being, reducing when you take damage. When your hit points fall to 0, you are dead. When you roll your hit points , you may add your constitution modifier for each die rolled.

Armor class

When an attack is made, it must meet or exceed the target's armor class(AC) to hit. See the armor section to determine your AC.

Carry weight

Carry weight decides how many pounds of stuff you can carry and wear on your person. Your carry weight is equal to 7 times your strength score. If your strength score is 10, for instance, you can carry 70 lbs on you.

Combat

Initiative

Each combatant rolls a 1d20 and adds their dexterity modifier to the roll. Turn order reflects the roll. On a tie, the combatant with the highest dexterity goes first. When a tie remains after comparing dexterity, combatants each roll a 1d20 and the highest goes first.

On your turn

On each turn, you receive the following: - 1 action - 1 free object interaction - 30 feet of movement

Actions in combat

Using your action, you may attack, dash, hide, dodge, cast a spell, or other similarly taxing actions.

Making attacks Roll a 1d20, then add your Strength(for melee) or Dexterity(for ranged) modifier to the roll. If that roll is higher than your target's armor class(AC), then it hits. The keeper keeps track of monster stats, and will tell you if your attack hits. If your attack hits, then you can roll 1d6 and add the same modifier you used earlier.

Free object interactions

Some actions such as storing or retrieving an object from your inventory, opening a door, speaking a six second message, or picking up an object from the ground.

Movement

Combat is centered around 5ft increments of distance. You may move in these increments. Once you have moved your maximum movement speed in one turn, you cannot move again until the start of your next turn. Moving 5ft counts against all your movement speeds. This means if you have 30ft movement and 15 flying, you may fly 15ft and walk 15ft, but you cannot walk 30ft and then fly 15ft.

Checklist

If you do every step on this list, your character is done. 1. Roll ability scores. Swap one pair of scores if you want. 2. Choose class, adding starting gear and feats/spells/tricks. 3. Roll your hit points 4. Calculate your AC and carry weight 5. Name your character

Exploration

Equipment and items

Weapons

All weapons deal 1d6 damage, with melee using strength

Weapon	Weight	Cost
Daggers, clubs, sickles	2	5
Bows, crossbows	5	25
Swords, axes, war hammers, maces, staves	10	45
Greataxes, greatswords, lances, battleaxes	15	80

Coinage

1 Gold Piece = 10 silver pieces = 100 copper pieces. 50 pieces = 1 lb

Adventuring gear

Adventuring requires a great many things. Here are some of them.

Item	Cost	Weight
Arrows (20)	1 gp	1 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	2 gp	5 lb.
Bedroll	1 gp	7 lb.
Block and tackle	1 gp	5 lb.
Candle	1 cp	-
Clothes, Common	5 sp	3 lb.
Clothes, fine	15 gp	6 lb.
Crowbar	2 gp	5 lb.
Hammer	1 gp	3 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (1 pint flask)	1 sp	1 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Rations (1 day)	5 sp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.

Spellbook	50 gp	3 lb.	
Tent, two-person	2 gp	20 lb.	
Tinderbox	5 sp	1 lb.	
Torch	1 cp	1 lb.	
Waterskin	2 sp	5 lb. (full)	
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Armor

Armor	AC	GP	Lbs	
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None	10+DEX	--	--	
Light	11+DEX	10	10	
Medium	14	50	45	
Heavy	17	200	60	
Shield	+2	10	10	
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Rest

When you get an 8 hour night of sleep, you regain any lost hit points, spell slots, and uses of abilities.

Spells

1st level

1. Telekinesis: From up to 100ft away, you lift an object up to 50lb and move it up to 30ft each 6 seconds.
2. Light: You touch one item and it glows for 1 hour. If you touch a monster's eyes, it is blinded for that time.
3. Magic Missile: Fire three darts among 1-3 targets within 120 feet. Each dart hits and deals 1d4 damage.
4. Read magic: You can detect magical effects within 30ft, and read any magical runes in order to learn spells from scrolls.
5. Vines: Vines grow over a 10ft square. Any creatures in the range make a STR save to prevent or escape being immobilized.
6. Grease: You conjure grease onto a 30ft square of terrain for 1 hour. Crossing without slipping requires DEX save.
7. Sleep: Target up to 3 creatures within 60ft. Roll 5d6, and try to subtract target HP from the total in order to put them asleep for 1 hour.
8. Cloud: You create a dense cloud that fits in a 30ft cube.
9. Command: You can issue a command(kneel, stop, flee, Speak) and target makes WIS save to resist doing it for 6 seconds.
10. Mage armor: Your AC becomes 13+DEX for the next 8 hours

2nd level

1. Invisibility: You turn invisible for 1 hour, or until you attack or cast a spell.
2. Dark vision: You can see in total darkness for 1 hour.
3. Illusion: You create an illusion for 1 hour that fits within a 30ft cube that can make sound, heat/cold/touch, and light, but deals no damage.
4. Acid spray: You spray acid in a 15ft cone. Each target makes a CON save to halve 4d6 damage, and any effected armor loses 2AC.
5. Barrier: Draw circle of salt. Undead and demons cannot cross the barrier with movement, attacks, or spells
6. Charm: Target makes WIS save or regards you as a close friend for 1 hour.
7. Blink Step: You disappear and reappear up to 60ft away to a point you can see.
8. Cloud of daggers: You create a 10ft cube full of flying magical daggers for 1 minute. Any target inside takes 2d6 damage per turn.
9. Enlarge/reduce: One target or item doubles or halves in size for 1 hour.
10. Cloud form: You become a cloud for 1 hour, and may move through any gaps.

3rd level

1. Flight: You fly for 10 minutes.
2. Fireball: Center a 30ft sphere within 120ft. Targets make DEX save to halve 8d6 damage.
3. Lightning bolt: 100ft bolt passes through targets. Targets make DEX save to halve 6d8 damage.
4. Rune: You cast a 2nd or lower spell, and it is trapped in a rune that can be activated by anyone.
5. Healing cloud: Create a 20ft spherical cloud that heals 2d6 hit points from all creatures inside.
6. Force cage: For 1 minute you create a 30ft box made of unbreakable force.
7. Teleport: You and up to five targets disappear, and reappear at any one location you've been to before. Roll a 1d20. On a 1, everyone takes 2d6 damage.
8. Summon demon: You sacrifice a goat or human and a demon appears. It is loyal for 1 minute, then regains control of itself.
9. Raise dead: You either raise a pile of bones into a skeleton which is loyal to you for 24 hours, or extend that loyalty 24 hours for up to 4 skeletons.
10. Enter mind: You enter the mind of a creature for up to one hour. You and the creature fall motionless up to 1 hour.

Keeper info

Monsters

Here are some basic stat blocks for monsters. Tweak and re flavor these before using. Ability scores are listed in an array.

Commoner (10XP)

- HP: 4, AC: 10
- [10, 10, 10, 10, 10, 10]
- Club +0 1d6

Guard (25XP)

- HP: 8, AC: 12
- [14, 12, 14, 8, 12, 12]
- Spear +2 1d6+2

Archer (25XP)

- HP: 6, AC: 12
- [10, 16, 10, 10, 12, 10]
- Steady aim: +5 with bow if stand still for entire turn
- Dagger +3 1d6+3
- Bow +3 1d6+3

Cultist (25XP)

- HP: 4, AC: 10
- [8, 12, 14, 14, 12, 12]
- Knows one 1st level spell
- Dagger +1 1d6+1

Knight (100XP)

- HP: 30, AC: 17
- [14, 10, 14, 8, 12, 12]
- Multi-attack: Two attacks per action
- Greatsword +4 1d6+2

Wizard (100XP)

- HP: 12, AC: 12
- [8, 12, 14, 16, 12, 12]
- Knows two 1st level, one 2nd level spell
- Dagger +1 1d6+1

Tentacled Beaker (200XP)

- HP: 20, AC: 10
- [16, 10, 13, 4, 10, 10]
- Can make two tentacle attacks, or one beak attack
- Tentacle +3 1d4+3, on hit grapples target
- Beak (target must be grappled) +3 2d8+3

Giant (300XP)

- HP: 50, AC: 10
- [20, 6, 16, 8, 8, 8]
- Club +5 3d6+5

Skeleton (25XP)

- HP: 8, AC: 9
- [12, 12, 12, 4, 12, 4]
- Sword +1 1d6+1
- Bow +1 1d6+1

Ghost (150XP)

- HP: 15, AC: 12
- [8, 8, 12, 4, 16, 4]
- Damage from nonmagical physical weapons is halved
- Possess: target succeeds DC 15 WIS save or is possessed, can repeat check each minute.
- Incorporeal: Can become invisible and phase through walls while moving.
- Soul steal +5 1d6+3 on hit target ages 1d4 years

Demon (150XP)

- HP: 30, AC: 14
- [14, 14, 12, 8, 8, 14]
- Damage from fire is halved
- Can make two claw attacks and a lick
- Lick +3 1d4-1 on hit target makes DC15 CON save or is cursed with -5 max HP
- Claw +3 1d6+2

Dragon (600XP)

- HP: 80, AC: 16
- [18, 16, 18, 16, 16, 16]
- Can fly
- Breath attack 30ft cone, DC 16 DEX save to halve 8d6 damage
- Bite +6 1d20+4

Magic Items

Below are 20 magic items to give to monsters and put in treasure hoards. 1. Magic sword: sentient sword with an eye. +1 to attack and damage rolls 2. Magic armor: +1 to AC 3. Spell Stalf: Can cast random spell. Roll a 1d20. On 1 or 2, stalf is destroyed. 4. Spider boots: Can walk up walls or ceilings 5. Healing potion: recover 2d4+2 HP 6. Greater healing potion: recover 4d4+4 HP 7. Potion of invisibility: Become invisible for 1 minute 8. Flame gauntlet: 15ft cone of fire, targets make DC 14 DEX save to halve 3d6 damage 9. Immovable rod: Rod with button, that when pressed, prevents rod from moving. 10. Sending stones: Set of two stones. Once per day, can communicate up to 15 words each way. 11. Bucket's bust: Plate armor that halves incoming damage from fire. 12. Instant tavern: Tiny model tavern. Add water and it expands into a regular-sized tavern. 13. Hat of infinite bunnies: Every time the hat is flipped over, a bunny falls out. 14. Pearl of power: Allows the holder to prepare 3 more spells of any level. 15. Sword of hunger: +1 bonus after it consumes 3 souls, +2 after 10 souls, +3 after 15 souls 16. Drift globe: produces light for 6 hours per day when held. 17. Flame tongue: Flaming sword that deals 2d8 damage 18. Bag of holding: Bag that leads to 15 foot cube pocket dimension 19. Cape of flight: Grants 10 minutes of flying once per day. 20. Soul pendant: If the wearer dies, the crystal shatters and the wearer wakes up with half their max HP.