

Unchained Worlds: Basic Edition

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Foreword

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.

Creating your character

Abilities

- Strength: Lift, climb, carry, grapple, throw, punch, and perform tasks that require brute force.
- Dexterity: Sprint, jump, duck, dodge, sneak, and perform acrobatic Techniques.
- Constitution: Resist the effects of poison, toxins, fatigue, and illness. Determines your maximum hit points.
- Intelligence: Process, calculate, and reason through complex information.
- Wisdom: Intuit, deduce, and read between the lines. Particularly good for resisting mind-altering magic, reading the intentions of others, and perceiving the world around you.
- 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	Feat
1	0	1d4	2	Spellcasting
2	100	2d4	4	Improve Spell
3	300	3d4	6	Improve Spell
4	600	4d4	8	Improve Spell
5	1000	5d4	10	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. You know 2 spell at first level, and learn a new spells according to the spells column. You can cast each spell you know once per rest. You may not have multiple copies of a spell prepared at once.

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.

Spells

Spells(level 1 minimum)

1. Telekinesis: From up to 100ft away, you lift an object up to 50lb and move it up to 30ft each round.
2. Light: You touch one item and it glows for 1 hour. If you touch a monster's eyes(succeeding a contested DEX check), 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 or books.
5. Vines: Vines grow over a 10ft square surface. Any creatures in the range make a STR save to prevent or escape being immobilized.
6. Grease: You conjure grease onto a 30ft square surface of terrain for 1 hour. Crossing without slipping requires DEX save.
7. Sleep: Target up to 3 creatures within 60ft. Roll 5d6. Any creature with equal or less hit points rolled falls 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 until you complete your next rest.

Spells(level 3 minimum)

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 you can see doubles or halves in size for 1 hour.

10. Cloud form: You become a cloud for 1 hour, and may move through any gaps.

Spells(level 5 minimum)

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. Scroll: You cast another spell simultaneously and trap it on a sheet of paper, creating a spell scroll.
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 day, 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.

Rogue



Rogues can use one-handed weapons as well as bows, and can wear light armor. You start with two daggers, a bow with 20 arrows, 10 torches, 10 days of rations, crowbar, 50ft hempen rope, hooded common clothes, and 10 gold pieces.

LVL	XP	HP	Tricks
1	0	1d6	2
2	100	2d6	3
3	300	3d6	5
4	600	4d6	6
5	1000	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. Rogues' cant: You know a secret language of rogues.

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 level 1 trick that gave you a bonus to a particular task. The bonus increases to +8
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 during an enemy's turn, you can impose a -4 penalty to their attack roll if they can hear or see your distraction.
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
In addition to your choice, add 10 torches, 10 days of rations, athletic common clothes, 50ft hempen rope, and 10 gold pieces.

LVL	XP	HP	Techniques	Feats
1	0	1d10	2	Power Move
2	100	2d10	3	Weapon training
3	300	3d10	4	

	4		600		4d10				5		Extra Attack	
	5		1000		5d10				6			
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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.

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

Extra attack Whenever you take the attack action, you may make two attacks, or three if you are making use of the dual wielder perk.

Techniques (Level 1 minimum)

1. Dual wielder: When wielding two Minor or Martial weapons and taking the attack action, you may make an additional attack.
2. Pugilist: Your unarmed attacks deal 1d6 damage, and you may make one additional attack when you take the attack action unarmed.
3. Smite: Once per rest, you may channel good or evil energy and add 1d12 to an attack when it hits.
4. Battle Buddy: You gain a pet. It's max hit points are always half yours. It has an AC of 12 and a +2 to attacks. 1d6 damage.
5. Archer: You gain an additional +4 bonus to attack rolls made with bows
6. Great weapon fighter: You may reroll the damage on any attack with a great weapon, picking the higher of the two.
7. Threatening presence: You gain a +4 bonus to checks made to intimidate others.
8. Pre-emptive strike: Once per combat when you are targeted by a melee attack, you may take a free attack before the enemy attacks.
9. Wrestler: if an attempt to grapple you fails, you may instead grapple them for free.
10. Leap of faith: Once per rest, you may leap 20ft. If you make an attack as you land, it has a +6 bonus to hit.

Techniques (Level 3 minimum)

1. Lay on Hands: You have a pool of 15 hit points, and may use your action to touch a creature and heal them from that pool, which replenishes when you complete a rest.
2. Armorer: You gain an additional +2 to your AC from wearing armor
3. Battle steed: You gain a mount to ride on. While mounted, your movement is doubled.
4. Second wind: Once per combat, you may use an action to restore 1d10 hit points.
5. Aura of protection: Once per rest, you may create an 10ft radius aura for one minute that causes allies to gain a +5 to all saving throws.
6. Shield of faith: As a free object interaction, you may summon or dismiss a holy shield on your arm that gives a +3 AC bonus.
7. Soul sight: You can see the wispy smoke leave bodies, and a faint glow from any living creature within 20 paces.
8. Sympathy: You may perform a ceremonial rite with a creature to bind souls. Until your next rest, they receive half as much damage from attacks, and you receive the other half.
9. Devour soul: When you kill a creature with a melee attack, you may inhale their soul and receive 1d4 hit points.

10. (un)holy mount: Once per rest, you may conjure an alicorn or a shadow steed. The creature has 10 hit points, 10AC, and can fly twice your movement speed. When you next finish a rest, it disappears.

Techniques (Level 5 minimum)

1. Martial Expertise: Pick 3 types of weapons. You gain a +3 bonus to attacks made with them. Stacks with Weapon Training.
2. Brute: Your attacks deal 1d12 damage instead of 1d6
3. Aura of intimidation: Once per rest, all humanoids within a pace of you must succeed a WIS save against your CHA check or else flee.
4. Martial artist: When your unarmed attack hits a creature roughly your size, you may grapple for free. After grappling, you may throw the grappled creature up to 3 paces for free, automatically knocking them prone if they collide with anything or anyone.
5. Death touch: When you make an unarmed attack on a creature that is not aware of you, you may add 3d6 damage on a hit.
6. Undying rage: Once per rest, when you are reduced to lower than 1 hit point, you instead have 1 hit point and may make two free attacks where you stand.
7. Blade dancer: When a melee attack roll misses you by 5 or more, you may make a free attack on them.
8. Fighting spirit: Once per combat, you may regain 3d6 hit points and receive a +2 bonus to any attacks made that round.
9. Rune knight: Every rest, you may roll to carve a rune in your weapon. The spell is randomly rolled from the level 3 mage table.
10. Master of agility: Once per rest, you may declare that one attack misses.

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(stashing/drawing an item, opening door, talking for 6 seconds, etc) - 6 paces(5ft each) of movement, which you may spend to move up to 6 paces. You may spend 3 paces to get up from prone position.

Actions in combat

Using your action, you may perform an intensive task. Some examples: - attack - dash: You gain 6 paces of movement - hide: You may make a DEX check (DC 12) to hide from one or more creatures if your line of sight is broken. - dodge: You focus on avoiding incoming attacks, adding +5 to your AC - cast a spell - Use object

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. If you attack unarmed, your attack does damage equal to 1 + your strength modifier(minimum 1).

Class	Weapon	Weight	Cost
Minor	Daggers, clubs, sickles	2 lb.	5
Ranged	Bows, crossbows	5 lb.	25

Martial	Swords, axes, war hammers, maces, staves	5 lb.	45
Great	Greataxes, greatswords, lances, battleaxes	9 lb.	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(10ft light)	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(30 light)	10 gp	2 lb.
Lantern, hooded(30 light)	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(30 light)	1 cp	1 lb.
Waterskin	2 sp	5 lb. (full)

Armor

Armor	AC	GP	Lbs
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, spells, and uses of abilities.