

# **Unchained worlds: Basic Edition**



# Mechanics: Abilities

As a player, the keeper may ask you to make checks or saves to decide the outcome of an action. This entails rolling a D20 and adding any relevant modifiers, bonuses, or bonus dice. The sum of the roll is compared with a target number, a difficulty class(DC). If it meets or beats the DC, your check or save is successful.

## Abilities

**STR**ength: Lift, climb, carry, grapple, throw

**DEX**terity: Sprint, jump, duck, sneak, aim

**CON**stitution: Take hits, resist harm

**INT**elligence: Remember, reason, calculate

**WIS**dom: Sense, intuit, resist influence

## Ability scores and modifiers

An ability score is a number from 1-20 which represents one of a character's abilities and is used to calculate the modifier applied to said character's ability checks. The modifier for each ability score is shown in the table below.

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

**Note:** No ability score may be increased higher than 20. If an ability score is decreased below 1, the effected creature dies.

# Other Stats

## Hit Points

A character's hit points(HP) represent their physical condition, and are reduced by taking damage. If a character's HP falls below 1, they die. A character's HP is equal to their CON score.

## Inventory Slots

A character has a number of slots equal to their **STR** modifier. Items of the same type stack according to their size.

Size	Stack	Examples
-----	-----	-----
Large	1	Sword, rope, book
Small	4	Torch, ration
Tiny	16	Chalk, paper, ink
Coin	64	Gold, Silver, Copper



## Armor Class

Armor class is the number an attack roll must meet or beat to deal damage. The higher it is, the harder it is for attacks to hit. A character's armor class defaults to 10+**DEX** when they are unarmored.

# Mechanics: Combat

## Initiative

In a combat, the combatants on the same side of the conflict act simultaneously. To decide which side goes first, each side rolls a D6 and the highest roll takes the first turn in initiative.

## Actions

Each round in initiative represents six seconds, and each task taken is described as an action. Each character may perform up to three actions per round. The following are actions.

## Offensive Actions

- **Attack:** Make an attack roll against an enemy, drawing your weapon from an accessible spot such as a quiver, belt, or sheath if need be.
- **Second Attack:** Carries a -3 penalty to hit
- **Third Attack:** Carries a -6 penalty to hit
- **Power Up:** Grant a D6 bonus to your next attack roll this round
- **Grapple Target:** Make a **STR** check against the target's **STR** or **DEX** to

## Misc Actions

- **Move:** Move up to 30ft
- **Hide:** If you have broken line of sight, make a DC 12 **DEX** save to become hidden from them
- **Interact:** Open a door, pick up a rock, push a boulder, retrieve or stash an item from your inventory, etc
- **Speak:** Relay a message no more than 6 seconds long

## Making Attacks

Roll a D20 and add your **STR**(for melee) or **DEX**(for ranged) mod. If any other bonuses(such as from a perk) or penalties(such as from making a second attack), apply them to your roll. If the roll meets or beats the enemy's armor class, the attack hits and you may roll the attack damage, which is decided by the weapon. Unarmed attacks deal D2 damage.



# Exploration: Items

## Weapons

Type	Weapon	GP	DMG	Size
Minor	Dagger	5	D4	Small
Martial	Sword	35	D6	Large
Ranged	Bow	15	D6	Large
Great	Greatsword	50	D12	Large

## Armor

Class	Armor	AC	GP	Requirements
None	--	10+DEX	--	--
Light	Leather	11+DEX	10	12 DEX
Medium	Ringmail	14	50	13 STR or DEX
Heavy	Plate	16	200	15 STR
Shield	Buckler	+2	10	12 STR or DEX

## Adventuring Gear

Large Item	Cost
Barrel(40gal)	2 gp
Healer's Kit	5 gp
Backpack	2 gp
Bedroll	1 gp
Block and Tackle	1 gp
Common Clothes	5 sp
Fine Clothes	15 gp
Crowbar	2 gp
Tent(Two-Person)	2 gp
Rope (50 ft)	1 gp
Book	15 gp
Pole (10ft)	5 cp
Miner Pick	2 gp
Quiver of Arrows (16)	1 gp
Lute	10 gp

### Healer's Kit

If the target's got less than half their max HP, you can expend the kit over 1 minute to heal D6 HP.

### Backpack

Can carry up to 4 small items, 16 tiny items, or some combination, even if they aren't identical.



Small Item	Cost
Hammer	1 gp
Steel Mirror	5 gp
Oil Flask	1 sp
Fresh Ration	5 cp
Dry Ration	5 sp
Soap	2 cp
Ink Bottle	5 gp
Flint and Steel	5 sp
Lockpick	10 gp
Waterskin(1/2 gal)	2 sp
Flask	2 cp
Bone Dice Set	5 gp
Flute	1 gp
Twine Ball 200ft	1 sp

Tiny Item	Cost
Piton	5 cp
Quill Pen	5 sp
Glass Vial	1 gp
Bell	1 sp
Needle	5 cp
Whistle	5 cp
Locket	2 gp
Scalpal	1 gp
Tweezers	2 gp
Chalk	5 cp
Sulfur Match	5 cp

## Light Sources

Light Source	Cost	Size	Light	Duration
Torch	1 cp	Small	30ft	1/2 hour
Lantern, bullseye	10 gp	Small	60ft	4 hours
Lantern, hooded	5 gp	Small	30ft	4 hours
Candle	1 cp	Tiny	10ft	1 hour

## Rest

Once a day, a character may rest for 8 hours in order to regain HP equal to their CON mod(minimum 1) and regain any abilities that are restored on a rest.





# Perks

Perks are awarded by the keeper according to the rules of the campaign, such as a reward for completing objectives.

## Perk: Unarmed

When you select this perk, you may use **DEX** to make unarmed attacks.

Each time you select this perk, roll on the table below.

2d6	Effect
1-2	
2	A successful grapple deals unarmed damage
3	Unarmed attacks deal D2 more damage
4-7	+1 to unarmed attacks
8-10	+2 to either STR, DEX, or CON, or +1 to two
11	+D6 to your AC against one attack once per rest
12	No penalty on second or third unarmed attack

## Perk: Minor Weapons

When you select this perk, you may use **DEX** for attacks with sharp minor weapons and may throw minor weapons up to 20 feet.

Each time you select this perk, roll on the table below.

2d6	Effect
1-2	
2	D6 bonus to backstabbing damage
3	Add a D6 to minor attack or damage once per rest
4-7	+1 to minor weapon attacks
8-10	+2 to either STR, DEX, or CON, or +1 to two
11	Second attack with minor weapon has no penalty
12	Dual wield to roll damage twice and pick highest

## Perk: Ranged Weapons

Each time you select this perk, roll on the table below.

2d6	Effect
1-2	
2	Use two actions for a D6 bonus to range attack
3	Add a D6 to ranged damage once per rest
4-8	+1 to ranged weapon attacks
9-10	+2 to either DEX or WIS, or +1 to both
11	Add a D6 to ranged attack once per rest
12	Second attack with ranged has no penalty

## Perk: Martial Weapons

Each time you select this perk, roll on the table below.

2d6	Effect
1-2	
2	Two-handed attacks deal D10 damage
3	Add a D6 to martial attack or damage once per rest
4-8	+1 to martial weapon attacks
9-10	+2 to either STR or CON, or +1 to both
11	When wielding martial weapon two-handed, +1 AC
12	Free attack if a melee attack misses you by 5+

## Perk: Martial Weapons

Each time you select this perk, roll on the table below.

2d6	Effect
1-2	
2	Overkill damage spreads to adjacent enemies
3	Add a D12 to great attack or damage once per rest
4-8	+1 to great weapon attacks
9-10	+2 to either STR or CON, or +1 to both
11	Once per rest, take half damage for D6 turns
12	May reroll great weapon damage, using second roll



## Perk: Arcane Magic

Each time you select this perk, you learn one random arcane spell (without losing any **CON**). The keeper will provide you with a choice between three options from their secret stash of spells. Each time you select this perk, you may additionally roll on the table below.

Each time you select this perk, roll on the table below.

2d6	Effect
2	Create a new spell at no cost
3	Add a D6 to a spell check once per rest
4-8	+1 to arcane spellcasting bonus
9-10	+2 to INT or CON or +1 to both
11	Learn 3 random spells at no cost
12	You may craft spell scrolls*

**Note:** Spell scrolls cost 5gp of materials, are a single use, and retain the spellcasting modifier at the time of crafting.

### Using Arcane Magic

You may cast each known spell once per rest. This means that when you complete a rest, you may cast each arcane spell you know once before you complete another rest. You may use an action to prepare a spell. Once an arcane spell is prepared, you may use another action to cast it. After a spell's been used, you may prepare it using your life essence which deals D4 damage to you. You may learn spells you find in books, scrolls, or from mentors by expending 1 **CON** per spell.

Your spellcasting mod is your **INT** mod + spellcasting bonus. Your spell DC is 10+**INT**.



## Perk: Pact Magic

Each time you select this perk, roll on the table below.

2d6	Effect
2	Gain a once per rest power from patron
3	Add a D6 to a spell damage once per rest
4-8	+1 to pact spellcasting bonus
9-10	+2 to WIS or CHA or +1 to both
11	Add a D6 to spell healing once per rest
12	Gain a permanent benefit from patron

### Using Pact Magic

Select a patron, a powerful magical entity such as a divine or nature spirit who grants your powers. You may use an action to cast a spell. When you do, make a spellcasting check(**WIS**) and add your pact magic spellcasting bonus if you have one. The DC is decided by the spell. If you fail, the spell becomes exhausted and may not be cast again until you complete a request from the patron. You may use an action to charge a spell, granting a D6 spellcasting bonus on the next spell cast the same turn.

### Praying for Spells

During a rest, you may pray for a spell, describing it with two words such as "Healing Word" and roll on the table below. The keeper creates a spell to fit the patron and roll. You may replace a spell if it is not exhausted.

2d6	DC	Title
2	8	Cantrip
3-6	10	Weak
7-9	12	Average
10-11	15	Strong
12	17	Expert



## Perk: Naming Magic

Each time you select this perk, roll on the table below.

2d6	Effect
2	Consume materials to gain +5 to spell check
3	Add a D6 to a spell check once per rest
4-8	+1 to naming spellcasting bonus
9-10	+2 to CHA or WIS or +1 to both
11	Expend 1 CON to create a spell scroll
12	Create your own name at no cost

### Using naming magic

During a rest, you may expend 2 **CON** to learn a magic word. You may use an action to cast a spell. To do so, select one or more names and describe to the keeper, who will assign a DC for a spell check(**CHA**). You may use your action to charge the next spell cast the same turn, granting a D6 spellcasting bonus. If you roll a 1 on the D20, your spell automatically fails in a catastrophic way.

## Perk: Skill Dice

Each time you select this perk, you may gain a skill die for a new skill. You may have a total number of skill dice equal to your INT modifier(minimum 1).

Each time you select this perk, roll on the table below.

2d6	Effect
2	Learn a new language of your choice
3-5	+2 to INT, WIS, or CHA or +1 to 2
6-9	Increase the size of one skill die
10-11	Roll max value of skill die once per rest
12	Gain a once/rest ability based on one skill

### Using Skill Dice

Anyone may perform any skill as they would perform any other action, with the keeper requesting ability checks when appropriate. If you have a skill die, you may roll and add it to ability checks leveraging your knowledge of that skill. Your skill die begins as a D6, but may grow (D6->D8->D12->D20) as a result of selecting this perk.

# Skills

## Simple Skills

The simplest skills define a range of actions:

- **Pickpocketing:** Successfully taking an item from a target's inventory or hand without being detected.
- **Lockpicking:** Disarming mechanical locks quietly and without leaving evidence
- **Acrobatics:** Swinging from chandliers, rolling to avoid harm from a fall, running across a tight-rope, leaping great distances, etc
- **Athletics:** Grappling, tripping, or throwing opponents, breaking doors down, climbing, etc
- **Arcana:** Reading magic text, detecting a magical presence, identifying a magic item or spell in use, casting an altered form of an arcane spell(spell fails to cast and is expended upon failure)
- **Sneaking:** Moving quietly in the shadows and avoiding detection
- **Tracking:** Identifying signs of nearby creatures, the age of tracks, and making calls, bait, or repellant for beasts and monsters
- **Persuasion:** Appealing to a subject's self-interest, rationality, morality, or other traits tactfully in order to change their mind
- **Deception:** Bluffing, exaggerating, implying untruths, denying truths, or otherwise fabricating details convincingly
- **Intimidation:** Creating a threatening presence in order to gain undue influence over someone through fear, on or off the battlefield
- **Insight:** Determining someone's general disposition, current mood, stress levels, and detecting deception
- **Foraging:** Locating and identifying edible plants, fungus, fish for food, medicine or alchemy
- **History:** Recalling the details of famous people, places, objects, or cultures through secondary sources such as conversing with others or reading texts



# Complex Skills

## Religion

### Recalling Lore

Recall the lore of divines, undead, fiends, fey, and other extra-planar beings. This may assist you in knowing what rituals are applicable to a given being.

### Rituals

Rituals are special interactions with extra-planar beings.

- Pray for a miracle
- Detect good and evil
- Propose a deal
- Request an audience
- Speak a pact



### Performance

Evoke feelings such as wonder, joy, rage, or sorrow through a performing art. When you gain this skill, roll a D20 or choose from the list below. If you want an option not presented, work with your keeper.

- |                    |                            |
|--------------------|----------------------------|
| 1. Flute           | 11. Finger Cymbals         |
| 2. Lute            | 12. Singing                |
| 3. Viola           | 13. Acting                 |
| 4. Bagpipe         | 14. Comedy                 |
| 5. Hurdy gurdy     | 15. Juggling               |
| 6. Horn            | 16. Sleight of hand tricks |
| 7. Harp            | 17. Romance                |
| 8. Hammer Dulcimer | 18. Story telling          |
| 9. Drums           | 19. Dancing                |
| 10. Tamberine      | 20. Poetry                 |

# Crafting

## Determine a crafting recipe

You may be able to determine more simple crafting recipes with a single check. Others, however, may require days of research working on a prototype from materials. A completed prototype renders an inferior prototype version of an item as well as a crafting recipe. A crafting recipe has a DC, a list of materials, and a rough crafting time.

## Craft an item

Attempting to craft an item consumes the materials and some time. Upon a success (check decided by keeper), the item is created.

## Repair an item

A successful crafting check reveals if an item can be repaired, any materials needed, time, and a DC. By consuming the time and materials, a repair may be attempted. Upon a failure of 5+, the broken item is destroyed beyond repair.

## Harvesting

A successful crafting check will reveal any valuable crafting materials such as fur, hide, bone, scales, carapace, teeth, claws, resin, wood, or bark that can be harvested from a creature, plant, or object. These materials may be used in recipes, sold in their raw form, or be crafted into a value-added item such as a necklace or leather. A crafting check may be used to successfully harvest



# Alchemy

Brewing takes place over the course of a rest and requires relevant equipment.

## Brew a tincture

Brewing a single alchemical ingredient with an alchemy check renders a tincture, which may fill flasks or vials. One flask, or four vials constitute a full dose that will render an alchemical effect.

## Brew a potion

When brewing a potion, one combines multiple tinctures or other potions with a specific aim. One makes an alchemy check (Keeper provides DC based on complexity). The resulting potion has the same volume as the tinctures and potions that were used to make it. If the potion brewing fails, it becomes inert liquid.

# Medicine

## Create Medicine

By consuming one medicinal ingredient and 10 minutes, one may attempt to create one of the following items, making a medicine (**INT**) check:

- (DC 15) Ointment: Heals D4 HP, provided target has half or more of their max HP. Expires after one day.
- (DC 20) Purifying salve: Removes one poison-related condition, masks an active illness's symptoms
- (DC 20) Healer's kit: Same as in player handbook
- (DC 20) Smelling Salt: wake an unconscious creature back to 1HP
- (DC 25) Advanced healer's kit: Same as in player's handbook, except it heals 2d6 HP

## Field Medicine

Attempt to place a splint on a broken limb, resuscitate someone who is not breathing, or stop severe bleeding. The DC is determined according to the situation, and is significantly lowered if you consume a healer's kit when practicing field medicine.

## Character Creation

### Step 1: Create a Name

1. Think up four or five words that describe your character's job and appearance. *Tree axe river stick*
2. Select three to four random syllables. *Tre xe ver ick*
3. Combine them to make your name. *Trexeverick*

### Step 2: Choose a Class

Pick a class from the list below, which will decide your starting ability scores, perks, and gear.

Class	STR	DEX	CON	INT	WIS	CHA
:-----	:-----	:-----	:-----	:-----	:-----	:-----
Commoner	3d6	3d6	3d6	3d6	3d6	3d6
Warrior	15	14	13	10	12	8
Rogue	10	15	8	14	13	12
Brute	14	10	15	8	12	13
Arcanist	10	12	8	15	14	13
Sage	12	8	10	14	15	13
Muse	8	13	12	14	10	15

### Commoner

#### Starting Perks

None. It's just you, your wits, sub-par gear, and some luck.



#### Starting Gear

Common clothes + one item bellow. (D6)

1. 4 Torches
2. Waterskin
3. Pitchfork
4. Bow and 5 arrows
5. Rope (50ft)
6. 4 Dry Rations



### Warrior

#### Starting Perks

- (2) Martial Weapons
- Ranged Weapons
- Skill(Athletics, Tracking, or Foraging)

#### Starting Gear

- Traveler's Clothes
- Sword
- Shield
- Bow
- 16 Arrows
- 6d6 GP

### Rogue

#### Starting Perks

- (2)Minor Weapons
- Skill(Sneaking or Acrobatics)
- Skill(Pickpocketing, Lockpicking, or Deception)

#### Starting Gear

- Hooded common clothes
- Backpack
- 2 Daggers
- Lockpick
- 6d6 GP

### Brute

#### Starting Perks

- (3)Hand-to-hand
- (2)Great Weapons
- Skill(Intimidation)

#### Starting Gear

- Sleeveless Common Clothes
- Greatsword
- 6d6 GP

### Arcanist

#### Starting Perks

- (2)Arcane Magic
- Skill(Crafting, Alchemy, or Medicine)
- Skill(Arcana, History, or Persuasion)

#### Starting Gear

- Robes
- Staff
- 6d6 GP

### Sage

#### Starting Perks

- Pact Magic
- Martial Weapons
- Skill(Religion, Arcana, or Insight)
- Skill(Medicine, Persuasion, or Intimidation)

#### Starting Gear

- Robes
- Holy Book or Lore Book
- Sword
- 6d6 GP

### Muse

#### Starting Perks

- (2)Naming Magic
- Skill(Insight, Sneaking, or History)
- Skill(Performance, Deception, or Persuasion)

#### Starting Gear

- Fine Clothes
- Flute, Viola, or Lute
- Book of Lore
- 6d6 GP

### Create Your Own Class

Apply the following scores in any order:

[15, 14, 13, 12, 10, 8], pick 4 perks, and work with the keeper to determine starting gear in addition to 6d6 GP.

## Character Creation

### Step 3: Appearance

#### Bimran

Humanoids created by the god Bimros in his image.

Choose or roll 2d6 for each column in the table below.

2d6	Complexion	Eye color	Height	Mutations
2	Grey	Black	7'	4
3	Peach	Gray	6' D12"	2
4	Blue	Brown	6' D6"	1
5	Yellow	Blue	6'	None
6	Brown	Blue	5' D8"	None
7	Green	Green	5' D6"	None
8	Tan	Hazel	5' D4"	None
9	White	Hazel	5'	1d2-1
10	Pink	Brown	4' D12"	D2
11	Purple	Amber	4' D6"	D4
12	Red	Red	4'	D6

Choose or roll D12 on the table below for each mutation you have.

- |                         |                     |
|-------------------------|---------------------|
| 1. Animal ears and tail | 7. Forked tongue    |
| 2. Animal legs          | 8. Slitted pupils   |
| 3. Spade tail           | 9. Functional Gills |
| 4. Horns                | 10. Third eye       |
| 5. Small bat wings      | 11. Pointed ears    |
| 6. Scales               | 12. Fangs           |

## Bimrans





## Beastfolk

Anthropomorphic humanoids created by the god Raos. Roll a D6 for the tens place and a D6 for the ones place on the table below.

D66	Beast	D66	Beast
11	Possum	41	Boar
12	Lizard	42	Wombat
13	Squirrel	43	Raven
14	Horse	44	Mouse
15	Skunk	45	Rat
16	Wolf	46	Goat
21	Fox	51	Cow
22	Housecat	52	Beaver
23	Panther	53	Bear
24	Tiger	54	Leopard
25	Lynx	55	Pheasant
26	Lion	56	Turtle
31	Deer	61	Weasel
32	Hyena	62	Stoat
33	Rabbit	63	axolotl
34	Raccoon	64	Buffalo
35	Otter	65	Chicken
36	Sheep	66	Cheetah

Roll a D6. On a 1, Roll a mutation below.

1. Red glowing eyes
2. Unnatural fur/scale/feather color
3. Extra set of horns
4. Extra set of eyes
5. Extra set of ears
6. Hybrid: Roll an additional beast type



# World of Crucible

## History


The divines created the world, Bimros creating the Bimrans in his image, and Uaos creating the Beastfolk. This divine age ended when a war of the gods broke out, leading to a holy exodus. Following that time, Dragons, Titans, and the Empire of Man each took their turns reigning over the world.

The fractured kingdoms of the current age struggle with one another, but also the tide of chaos. Mutations are surprisingly common even within cities. The wilderness swarms with monsters.








## Common Languages

Language	Who speaks it
Common	Most humanoids
Beast Tongue	Beast folk, Fey
Metal Tongue	Miners
Mercantile	Merchants
Primordial	Giants, farmers

## Rare Languages

Language	Who speaks it	
Celestial	Divines, Angels	
Infernal	Devils	
Abyssal	Demons	
Draconic	Dragons	
Titan	Titans, Constructs	

## Deities

	<b>Bimros</b> God of law, order, discipline, and creator of the Bimrans.	<b>Gidur</b> Entity of secrets that appeared well-after the	
	<b>Raos</b> God of farming, empathy, and creator of the beastfolk.	<b>Solus</b> God of fire, war, and light.	
	<b>Exia</b> Goddess of discovery, knowledge, and research.	<b>Coent</b> God and goddess of seasons, chaos, and beauty.	
	<b>Fliff</b> Goddess of plants, rebirth, and creator of the		