

Unchained worlds: Basic Edition



All is created by all. I typed these rules up on a computer, but so many people have made this possible, from inspiration to those who provided the food, shelter, electricity, education, healthcare, mentoring, spare time, and life experiences. A special shoutout to my infinitely supportive wife, my best friend, and the various players and GMs who've collaborated with me over the years.
- Blukat

I'd like to call out sources of inspiration from TSR, Runehammer, Dungeon Craft, and Oribtal Crypt (orbitalcrypt.blogspot.com/2022/02/the-18-slot-inventory.html).

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Foreword

What Is This Book?

This PDF exists to onboard players to the games that I, Blukat, run. It is not a commercial product made for wide appeal, nor is it a rules-complete guide to running games like mine.

What Kind of Game Do You Run?

As a keeper, I simulate a world of my making to the best of my ability. Players create characters within the world, defining them largely at the table through gameplay. Mysteries, wonders, and dangers abound in the world, and the party as a whole is confronted with decisions that have meaningful and lasting consequences. Many times, the uncertainty of an action's effect is expressed as a die roll to determine its result. Severe outcomes are typically telegraphed so that the players understand the risks dangerous situations carry.

Characters Are Discovered

A fresh character sheet may have some ability scores, a name, and an appearance, but little else. This is more or less a blank slate to fill in. You do so at the table through making decisions over the things you can personally control, such as choosing perks, interacting with NPCs, and acquiring items. You also define your character by deciding how they react to the things that cannot be controlled. A bad roll is an inevitability that carries dramatic potential for those willing to tap into it.

There Are Many Paths

My goal is to build and run scenarios containing challenges to be overcome. Some of these challenges may be met with brute force through sword and spells, but I hope to provide challenges that force creative thinking. A fight may be skewed strongly against you, and you might lack a spell to solve a specific problem. You are encouraged to seek other paths. Could you change the odds of this fight? Could you avoid the fight altogether? Could you use items in your environment or inventory to do what your spell can't? Thinking outside the box will often advantage you.

Base Mechanics

Checks and saves

As a player, the keeper may ask you to make checks or saves to decide the outcome of an action. A **check** is made to ensure a positive outcome (ie climb a cliff). A check to prevent a bad outcome may be referred to as a **save**, but is otherwise identical. A check entails rolling a D20 and adding any relevant modifiers, bonuses/penalties, or bonus/penalty dice. The sum of the roll is compared with a target number generally called a difficulty class (**DC**) and specifically called an Armor Class (**AC**) in the case of making an attack. If your roll meets or beats the target number, your check or save is successful.

Abilities

Strength (STR) represents your physical might, and is used to lift, climb, carry, grapple, or throw.

Dexterity (DEX) represents your physical coordination, and is used to sprint, jump, duck, sneak, aim, and perform very precise movements such as picking a lock.

Constitution (CON) represents your physical endurance, and is used to resist the effects of taking damage, exposure to toxins and disease, prolonged physical activity, and the elements.

Intelligence (INT) represents your ability to remember, reason, and calculate.

Wisdom (WIS) represents your perception, intuition, and willpower.

Charisma (CHA) represents your ability to control how others perceive you and your actions, which may range from making a first impression, to convincing someone of a lie/truth, to rallying a crowd, to simply entertaining an audience.

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 **ability modifier** for each ability score is shown in the table below.

Score and 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.

Flattening mechanics

Some scenes (such as the party sleeping, bartering, asking for directions, or bathing) may be reduced to a single sentence, implied, or otherwise omitted entirely in the interest of brevity. When the outcome of such a scene is unknown, mechanics may be improvised to determine the outcome. For instance, a character may spend a day busking, flattened to "Make a DC 12 CHA check to receive 3d6-3 silver pieces in tips."

Combat

Why Combat Rules?

Combat rules bring consistency to the rulings that are most likely to result in negative outcomes such as death or injury. These rules also provide a tactical mode of play for those who wish to engage in large confrontations.

Combat Vignette

Sometimes, drawing up a battlefield, placing tokens, and rolling initiative isn't worth the time. In such a case, rules may be applied in a fuzzy fashion to get to interesting decisions and outcomes quickly. Taking the example of eliminating a scout silently, a combat vignette may resolve the entire combat(silently eliminating the scout), or may lead into a pitched battle(the scout successfully alerts its nearby allies).

Pitched Battle

When tactical combat is desired by players or keeper, time is taken to draw terrain and place tokens on a gridded map. Individuals on the same side of the conflict take their turns together simultaneously, acting as a team. Unless there is an obvious advantage of surprise, each side rolls a D6 and the highest roll goes first(rerolling on a tie). Once each side has taken their actions, the first round ends and the second begins using the same order.

Actions

Each round represents ten seconds, and each task taken is described as an action. Each character may perform up to **three actions per round**. Common actions are described below.

Attack: Make an attack roll against an enemy, drawing your weapon from an accessible spot such as a quiver, belt, or sheath as part of the action.

Second Attack: Attack again this round with a -3 penalty to hit.

Third Attack: Attack a third time this round with a -6 penalty to hit.

Focus: Grant a D6 bonus to your next attack roll this round. This doesn't stack.

Power Up: The next attack made this round deals a minimum of half its maximum damage, rounded down.

Stunt: Make a STR check against the target, who may resist with a STR or DEX check. Common stunts include grappling, knocking prone, pushing up to 10 feet, disarming, or using a grappled target as a humanoid shield.

Move: Move up to 30ft

Hide: If you have broken line of sight, make a DC 12 DEX save to become hidden.

Interact: Open a door, pick up a rock, push a boulder, retrieve or stash an item from your inventory, etc, etc.

Speak: Relay a message no more than 10 seconds long

Making attacks

Make a STR check for melee attacks, or a DEX check for ranged attacks. Add any bonuses from relevant perks. If your attack roll meets or beats the AC of the target, it hits. Rolling a 20 on the D20 for an attack roll always hits and deals max damage, whereas a 1 always misses. Roll a damage die according to the weapon you're using (ie a D2 for unarmed).

Armor Class

Armor class (**AC**) 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.

Hit Points

A character's hit points (**HP**) represent their physical condition, and are reduced by taking damage. A character's maximum HP is equal to their CON score (not mod).

Temporary Hit Points

Temporary hit points (**THP**) represent something such as a magical effect which protects from physical damage. Incoming damage reduces THP first, then regular HP. THP does not stack. If you gain THP, you may replace your value with the new one. Unless otherwise specified, THP expires after completing a rest.

<p>Injuries Each time you take damage, if you are left with less than 1 HP you must roll on the injury table. Roll 3d6. If your HP is negative, subtract it from the value you rolled. If you were burned, use the burn table instead of the injury table.</p>	<p>Injury Table(3d6-HP) 18: Get back up! 15-17: Dazed(-3 to all rolls for an hour) 10-14: Minor Injury 7-9: Major Injury 5-6: Dire injury. You're bleeding out! 4: Unconscious. You're bleeding out! 3 or lower: Death</p>
<p>You're injured. Now what? - Have a friend treat it(medicine skill) - Pay a professional healer - Pray to your deity(religion skill) - Use some powerful healing magic</p>	<p>Minor Injury(D4) 1. Strained wrist 2. Strained ankle 3. Throw your back out 4. The wind is knocked out of you. Two less actions each turn for one minute.</p>
<p>Note: Injuries may cause certain actions to have penalties, risk further harm, or become impossible.</p>	<p>Major Injury(D4) 1. Broken arm 2. Broken leg 3. Broken ribs 4. Concussion(-1 to all rolls until healed)</p>
<p>Burn Table(3d6-HP) 10-18: Bad burns, but get back up! 7-9: -1 HP 5-6: -2 HP 4. Unconscious 3. Death</p>	<p>Dire Injury(D4) 1. Severed arm 2. Severed leg 3. Lose an eye 4. Internal organ damage</p>

<p>You're Bleeding Out! If you roll a dire injury or unconsciousness on the injury table, you'll begin bleeding out. Until your bleeding stops, roll on the bleeding out table below. Roll 3d6 and subtract your current HP. A DC 15 medicine check can stop your bleeding. Magical healing, or that from a healer's kit, stops bleeding if it raises your HP to 1 or higher.</p>	<p>Bleeding Out Table(3d6-HP) 18: Wound stops bleeding 11-7: -1 HP 5-10: -2 HP 4: Unconscious 3: Death</p>
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Hauling Gear

Inventory Slots

An inventory is measured in slots. A character has a number slots equal to $15 + \text{STR mod}$.

Quick Slots

If your slot contains an item that's sheathed, holstered, in a quiver, utility belt, or otherwise is highly accessible, mark the slot with a Q. You may draw or store an item freely from this slot without consuming an action.

Loose Slot

If you are wearing a backpack, satchel, or similar container, you may mark one slot with an L and store any number of non-stacking tiny items in it, such as keys, maps, hand-written notes, or monster teeth. You may only have one loose slot.

Kits

You may fill a pouch, box, or case with multiple non-stacking items needed for a particular purpose. You may choose from kits listed in the gear section, or create your own.

Item Sizes

Depending on their sizes, items may take up one or more slots. For other sizes, identical items stack with one another.

Large(LG): 2+ slots per item. Barrel, greatsword, etc

Normale(NM): 1/slot. Sword, rope, book, etc

Small(SM): 5/slot, Torch, ration, etc

Tiny(TN): 50/slot. Chalk, paper, ink, coins, etc



Weapons

Standard Weapons

Type	Weapon	GP	DMG	Size
Minor	Dagger	5	D4	SM
Martial	Sword	35	D6	LG
Ranged	Bow	15	D6	LG
Great	Greatsword	50	D12	XL(2)

Variant Weapons

Many weapons are similar to, but differ from their standard counterpart.

Minor Weapons

Big stick: 5cp, breaks on max damage roll

Dart: Tiny, 5sp, -1 DMG on melee(min 1)

Bola: 1 DMG, Binds ankles when thrown on hit(2 actions to remove)

Whip: 10ft range

Handaxe: Large, deals max damage when thrown

Boomerang: 10gp, returns to thrower on miss

Ranged Weapons

Sling: 1GP, D2 damage, any coin-sized item can be ammo

Blowdart: 2gp, 1 DMG

Longbow: 30gp, D10 DMG, takes 2 actions to fire

Crossbow: 30gp, D12 DMG, takes 2 actions to reload

Firework Rocket: 10gp, one use, up to 1 minute fuse

Martial Weapons

Shortsword: Dual-wield to roll damage twice, keeping highest

Halberd: 10ft range

Javelin: 5sp, deals max damage when thrown

Battleaxe: Deals D10 damage when held in two hands

Great Weapons

Greatclub: 5sp, breaks on max damage roll

Greathammer: On hit, -1 AC to rigid armor

Greataxe: On max damage roll, add another D12

Gear

Armors

10gp - Light(leather): 11+DEX AC, requires 12 DEX
 50gp - Medium(Ringmail): 14 AC, requires 13 STR or DEX
 200gp - Heavy(Plate): 16 AC, requires 15 STR
 10gp - Shield(Buckler): +2 AC, requires 12 STR or DEX

Light Sources

10gp - Bullseye Lantern: small, 60ft reach, 4 hours
 5gp - Hooded Lantern: small, 30ft reach, 4 hours
 1cp - Torch: Small, 30ft reach, 1/2 hour
 1cp - Candle: tiny, 10ft, 1 hour

Extra Large Items

10 gp - (2 slots)Lute
 10 gp - (10 slots)Canoe
 2 gp - (5 slots) Empty Barrel(40gal)
 2 gp - (2 slots)Tent(Two-Person)
 1 gp - (2 slots)Bedroll
 5 sp - (2 slots)10ft Ladder
 5 cp - (2 slots)10ft Pole

Small Items

10 gp - Lockpick
 5 gp - Steel Mirror
 5 gp - Ink Bottle
 5 gp - Bone Dice Set
 1 gp - Flute
 1 gp - Hammer
 1 gp - Magic Wand
 5 sp - Dry Ration
 5 sp - Flint and Steel
 2 sp - Waterskin(1/2 gal)
 1 sp - Oil Flask
 1 sp - Twine Ball 200ft
 5 cp - Fresh Ration(7 day shelf life)
 2 cp - Soap
 2 cp - Flask

Large Items

15 gp - Fine Clothes
 15 gp - Book
 2 gp - Crowbar
 2 gp - Miner Pick
 2 gp - Cooking pot
 2 gp - Backpack
 1 gp - Block and Tackle
 1 gp - Rope (50 ft)
 1 gp - Quiver of Arrows (16)
 5 sp - Common Clothes
 5sp - Magic Staff

Tiny Items

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

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.

Bare Amenities

Certain comforts may sustain your body or put your mind at ease, enhancing the effects of your rest.

Each of the following grant a +1 HP bonus on a rest:

- Making a fire
- Sleeping on a dry bedroll
- Eating a meal(Small item's worth of food)
- Eating a second serving
- Consuming a vice(alcohol, caffeine, tobacco, sweets)

Premium Amenities

Being pampered accelerates healing through a deep relaxation and nourishment. The following offer a +2 or +3 bonus to HP recovered during a rest, depending on the particulars:

- Sleeping on a comfortable mattress
- Taking a hot bath or shower
- Consuming a feast
- Receiving a massage or other spa treatment
- Receiving medical attention
- Attending a religious or cultural event



Perks

XP and Perks

As you adventure, you gain experience points(**XP**) in many ways:

- Defeating, pacifying, or escaping monsters
- Spending gold pieces (1**GP**=1**XP**)
- Acquiring magic items
- Completing quests

Gaining Perks

Once you have passed one of the XP milestones below, you may spend a day of downtime to gain one perk.

50	400	1200	3000
100	500	1400	3800
150	600	1800	4600
200	800	2200	5400
300	1000	2600	6200

Perk: Skill Dice

Each time you select this perk, you may do one of the following:

- create a skill die
- roll 2d6 for a benefit
- 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 (Maximum of D20)
- 10-11.** Roll max value of skill die once per rest
- 12.** Gain a once/rest ability based on one skill

Perk: Defense

Each time you select this perk, roll 2d6 for a benefit.

- 2.** Once per rest, spend 10 minutes to restore D4 HP
- 3.** Once per rest gain D6 THP that lasts 1 hour
- 4-8.** Gain +1 to max HP
- 9-10.** +2 to STR, DEX, or CON, or +1 to two
- 11.** Once per rest, take half damage for D6 turns
- 12.** +1 to AC when wearing heavy armor

Perk: Minor Weapons

After 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 2d6 for a benefit.

- 2.** Dual-wielding deals 2d4 damage
- 3.** Once per rest, deal max minor weapon damage
- 4-7.** +1 to minor weapon attacks
- 8-10.** Once per rest, add a D6 to minor weapon damage
- 11.** +2 to either STR, DEX, or CON, or +1 to two
- 12.** Second attack with minor weapon has no penalty

Perk: Pact Magic

Each time you select this perk, choose one of the following:

- roll 2d6 for a benefit
- gain one new pact spell.
- 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

Perk: Great Weapons

Each time you select this perk, roll 2d6 for a benefit.

2. Deal max damage when you have less than half your maximum HP

3. +1 to great weapon attacks

4-8. Once per rest, deal max damage

9-10. +2 to either STR or CON, or +1 to both

11. Once per rest, automatically hit

12. May reroll great weapon damage, using second roll

Perk: Naming Magic

Each time you select this perk, you may opt to learn a random name, losing 1 CON. In addition, roll 2d6 for a benefit.

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 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

Perk: Arcane Magic

Each time you select this perk choose one of the following:

- Gain 1 random spell tattoo, lose 1 CON

- Gain 1 written spell

- Add one charge to your spell focus

- roll 2d6 for a benefit

2. Create your own written spell

3. +D6 to spellcasting DC once per rest

4-8. +1 to arcana bonus

9-10. +2 to INT or CON or +1 to both

11. Gain 6 written spells

12. When you craft a scroll, you get a free duplicate

Perk: Unarmed

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

Each time you select this perk, roll 2d6 for a benefit.

2. A successful stunt may deal 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. Once per rest, deal double maximum damage

12. No penalty on second or third unarmed attack

Perk: Martial Weapons

Each time you select this perk, roll 2d6 for a benefit.

2. Two-handed attacks deal D10 damage

3. +1 to martial weapon attacks

4-8. Once per day, add a D6 to martial damage

9-10. Once per day, add a D6 to martial damage

11. +2 to either STR or CON, or +1 to both

12. Free attack if a melee attack misses you

Perk: Ranged Weapons

Each time you select this perk, roll 2d6 for a benefit.

2. Power up ensures max damage for a ranged attack

3. +1 to ranged weapon attacks

4-8. Once per rest, add D6 to ranged damage

9-10. +2 to either DEX or WIS, or +1 to both

11. Once per rest, add D6 to ranged attack roll

12. Second attack with ranged has no penalty

Arcane Magic

Arcana is the magic of the intricate symbols that cast spells when invoked. Through mentors, guilds, and schools, mages write spells into spellbooks to then cast with scrolls or a spell focus. The desperate or foolish invite living spells to bind to them as spell tattoos. When casting an arcane spell, the modifier is INT + arcana bonus, and the spell DC is 10 + INT + arcana bonus. Casting an arcane spell takes two actions.

Spell Focus

A spell focus such as a wand, staff, or medallion allows a caster to cast a written or tattooed spell without consuming it. Instead, the spell uses a magical charge stored in the focus. To cast with a spell focus, hold the written spell and focus in order to make a DC 15 spell check. Upon success, the spell is cast and a charge is removed from the focus. During a rest, you may forego some healing in order to restore charges, gaining one charge per HP of healing consumed. One may attune to a single focus at any one time, doing so during a rest. Attuning to a focus assigns the focus the number of charges awarded from the arcane magic perk.

Spell Scrolls

Copying a written or tattooed spell onto a scroll allows a mage to reliably cast that spell at a later time. You may attempt to create scrolls during a rest by using an arcanist kit. When you do so, you consume materials and forego 1HP of healing for every attempt. Make a DC 15 spell check. Upon success, the scroll is created with your current spell mod and DC, which will be used when casting it later. When a spell scroll is invoked, it casts successfully and then burns to ash.

Spell Tattoos

A spell tattoo is a parasitic spirit which burrows into your skin and slowly feeds off your mind, body, and soul. Many mages with tattoos have reported hallucinations of voices and strange dreams, some being driven to madness by this. In an act of self-preservation, the parasite provides a benefit to its host. Appearing through the skin as a glowing tattoo, the spirit manifests the runes of one arcane spell that may be copied. The host may invoke the tattoo to cast its spell. Once cast, this tattoo stops glowing until it can replenish itself during a rest. The desperate or foolish may invoke an expended tattoo. When they do so, the tattoo rapidly consumes the host's essence, dealing D4 damage to them. Casting from a spell tattoo requires two actions.

Acquiring Spell Tattoos

When you select the arcane magic perk, you may spend the day performing a ritual to summon living spells. This attracts D4 living spells, each bearing the marks of a random spell. You may allow one of them to couple with you, choosing the place on your body where the glowing tattoo will be. This practice is grounds for expulsion from most guilds and schools, and mages with visible spell tattoos are commonly ostracized.

Acquiring Written Spells

When you select the arcane magic perk, you may spend the day in the company of a mentor, guild, or school in order to learn one new spell. No matter who you learn from, the common spells listed in this section are available. Beyond this, you may be required to prove your reliability in order to access additional spell lists. Most arcanists are weary to share destructive spells, which may cause a catastrophe and ensuing witch hunt.

Common Spells

Any library or mentor worth their salt will have these spells to learn.

Awaken: You touch a beast and grant it sentience until you cast this spell again.

Summon weasels: Swarm of 2d4 weasels materialize for 1 hour, follow orders, 1HP each.

Fly: For 10 minutes, you may fly (30ft per action)

Shield: Once in the next 8 hours, gain +5 AC when it would prevent an attack from hitting you.

Sleep: Up to 6 targets succeed CON save or fall asleep for 1 hour

Green Flame: Conjure green fire in a 5ft cube for 1 hour. DEX save to halve 2d6 DMG for those inside.

Magic Missile: Three spectral darts automatically hit up to three targets, dealing D4 DMG each.

Light: Touch an object or creature. It produces 30ft of light for 1 hour.

Telepathy: Send and receive messages others using your mind for one hour, ignoring language barriers.

Tongues: You speak, and any creature that can hear you understands for the next hour.

Pact Magic

Using Pact Magic

Select a patron, a powerful magical entity such as a divine or nature spirit who grants you pact magic. You maintain a list of spells by praying for them. To cast a spell, you make a spell check against the DC of the spell in question in order to cast successfully. Your pact magic modifier is WIS + pact bonus, and the spell DC is 10 + WIS + pact bonus. If you fail a spell check, that spell is exhausted until you complete a favor for your patron. Before you cast, you may use an action to charge a spell, adding a D6 bonus to the spellcheck. You may charge a spell twice, but can only charge a spell cast on 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 an existing spell if it is not exhausted.

Roll 2d6 for a result below.

- 2.** Cantrip, DC 8
- 3-6.** Weak, DC 10
- 7-9.** Average, DC 12
- 10-11.** Strong, DC 15
- 12.** Expert, DC 17

Naming Magic

Using naming magic

You may use an action to cast a spell. To do so, select one or more names and describe a spell of your own making to the keeper, who will assign a DC for a spell check. Before casting on a given turn, you may use an action to charge this spell, granting a D6 bonus to the check. You may charge a spell twice, but charging does not effect your next turn's spellcasting. If you roll a 1 on the D20, you experience a catastrophic failure. Your spellcasting modifier is CHA + naming bonus, and your spell DC is 10 + CHA + naming bonus

Runesmithing

During a rest, you may forego healing to attempt to capture a single spell onto a rune. Each attempt consumes materials from a runesmith kit, and foregoes 1HP of healing. Create a spell using only one name, then make a spellcheck. On a success, you have created a runestone storing this spell. If you roll a 1 on the D20 for this check, you will still experience a catastrophic failure. The runestone preserves the exact spell you described and your current spellcasting modifier and spell DC. When a runestone is cast, it automatically succeeds and uses its modifier and spell DC.

20 Examples of catastrophic failure

The keeper may roll on this table or create their own.

1. Transform into a hideous monster
2. A limb falls off, animates, and gains sentience
3. Blinded by the past: your vision suffers a one minute delay
4. You explode into a 120ft radius fireball dealing 6d6 DMG
5. You create a corrupted, evil duplicate of yourself
6. You are teleported 500 feet straight up
7. Paralyzing empathy: you can feel the pain of anyone within 50ft, DC 15 CON save to avoid passing out from a nearby death
8. Your CON is now 1, and despite your withered form, you may not die of old age
9. Your CHA raises to 20, draining other ability scores proportionally in a random fashion
10. Wild sense: you can see and hear many spirits wherever you go. Some of them aren't hallucinations
- an animated wax statue of yourself

11. New Diet: You may only digest a single food going forward
12. Your arms and legs lose their bones and grow 15 feet long. They may coil like snakes, and are prehensile
13. Tiny bite marks continually over your body as fast as they can heal, leaving you with chronic open wounds
14. You are now an animated wax statue of yourself
15. You can only speak or write names, proper or magical
16. You secrete a sweet nectar from your body, which may be collected to form a fresh ration. Your clothes rot if not constantly laundered
17. Within a 20ft radius, metal objects are now drawn to you with deadly force
18. You create a 1 mile radius anti-magic field
19. Only children and animals can see your true form. Others see an eldritch monstrosity
20. A swarm of 2d4 weasels follow you, creating chaos. If killed or separated, a new swarm appears

Skills

Anyone may perform any skill, making ability checks to do so. A skill die represents proficiency in one particular skill, and may be added as a bonus to any checks where that skill is relevant. For example, someone with an athletics skill die may apply it to rolls for playing a sport, but also to recalling facts about a sport.

- **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 chandeliers, 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.
- **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
- **Religion:** Recall the lore of divines, undead, fiends, fey, and extra-planar beings. Pray to, contact, bargain with, summon, or detect these same entities.
- **Performance:** Evoke feelings such as wonder, joy, rage, serenity, or sorrow through a performing art. Arts include, but are not limited to music, poetry, public speaking, dancing, storytelling, acting, and flirting.
- **Crafting:** Create, repair, or enhance items.
- **Alchemy:** Brew an ingredient to produce a tincture with one effect, or brew multiple inctures together to create a potion with some mixture or synthesis of their effects.
- **Medicine:** Perform field medicine on a dying or injured ally, or create a healer's kit from foraged ingredients.

Character Creation In 4 Steps

A new character is a blank canvas. Determining the name, ability scores, starting gear, and appearance of your character serve only to provide inspiration.

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: Roll for Ability Scores

Roll a 3d6. That's your strength score. Do it again, dexterity. Continue for the other abilities. You may replace one ability score with a 14.

Step 3: Starting Gear

You begin with 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

Step 4: Appearance

Choose between a Bimran and Beastfolk on the following pages. For any table related to the appearance of your character, you may either roll or choose an option.

Sidebar: The Question Game

As an ice-breaker during the first session, or during lulls in the action such as rests or downtime, players may wish for an opportunity to reflect on their character. The question game was created to fill this niche as a form of structured roleplay. To play this game, characters takes turns asking a personal question of the others. Every character answers this question for themself, and then the next character asks a question. Questions might be as simple and neutral as "What is your favorite food?", or might be as heavy as "What crime have you yet to be caught for?" Each question is an opportunity to flesh out your character at the table collaboratively.

Bimran

Humanoids created by the god Bimros in his image.

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

Roll D12 on the table below for each mutation you have.

1. Animal ears and tail
2. Animal legs
3. Spade tail
4. Horns
5. Small bat wings
6. Scales

7. Forked tongue
8. Slitted pupils
9. Functional Gills
10. Third eye
11. Pointed ears
12. Fangs

Bimrans



Beastfolk

Anthropomorphic humanoids created by the god Raos. Choose or 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



Beastfolk

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.

Languages, and Who Speaks Them

Common: most humanoids

Beast Tongue: Beast folk and Fey

Metal Tongue: Miners and subterranean folk

Mercantile: Merchants and sailors

Primordial: Giants and farmers

Celestial: Divines and angels

Infernal: Devils

Abyssal: Demons

Draconic: Dragons

Titan: Titans and constructs

Deities



Bimros, God of law, order, discipline, and creator of the Bimrans.



Raos, god of farming, empathy, and creator of the beastfolk.



Exia, goddess of discovery, knowledge, and research.



Solus, god of fire, war, and light.



Coent, god and goddess of seasons, chaos, and beauty.



Fliff, goddess of plants, rebirth, and creator of the fey.



Gidur, entity of secrets that appeared well-after the divine age.

Glossary

Keeper - Someone who controls the game world and adjudicates actions declared by players.

Bonus: A die or number you add to a roll

Penalty: A die or number you subtract from a roll

HP: Hit points

AC: Armor class

ATK: Attack

DMG: Damage

STR: Strength

DEX: Dexterity

CON: Constitution

INT: Intelligence

WIS: Wisdom

CHA: Charisma

Skill die: A die you may add as a bonus to checks for a particular skill.

D6: 6-sided die. This abbreviation applies generally to other dice as <die size>D.

2d6: Two twenty-sided dice rolled together. This abbreviation applies generally as <number of dice>d<size of dice>.