Stoutrealm RPG

Roll 1d6 to embark on tiny heroics.

Character:

- Name your hero.
- Distribute 10 points: Str, Dex, Int.

Gameplay:

- Roll 1d6.
- 1-3: Fail.
- 4-6: Succeed.

Stats:

- HP: Health.
- AC: Armor.
- Str: Melee power.
- Dex: Ranged accuracy.
- Int: Magic potency.

Stoutlings:

- Pint-sized heroes: 2 pounds, apple-tall.
- Horns, wings, strange features.

Items and Magic:

- Enchanted items, spell scrolls (Int).

Str (Melee):

- Melee weapons, armor.
- Higher Str: deadlier melee.

Dex (Ranged):

- Ranged weapons, agility.
- Higher Dex: precise ranged.

Int (Magic):

- Magical items, spell scrolls.
- Higher Int: harness magic.

Spell Scrolls:

- One-use magic effects.

Combat and Challenges:

- Melee: 1d6 + Str.
- Ranged: 1d6 + Dex.
- Magic: 1d6 + Int.

Example:

- Aeon: Str 4, Dex 3, Int 3.
- Melee: Roll 4 + Str (4) = 8, success.

Embrace darkness, and face peril in Stoutrealm.