

# Basic Rules

## Glossary

$x\text{d}n$  - the notation for dice rolls where  $x$  is the number of times to roll the die and  $n$  is the number of sides on the die. For example: 1d6 means roll a six sided die once, and 2d2 means flip a coin twice.

GP - gold pieces

XP - experience: points earned for defeating monsters, completing quests etc

GM - game master: the person who runs the game

## Character Attributes

Before you play you should help your players create their characters. There are a few simple attributes that your player can choose based on their preference, and a few that are common for all characters based on level or class.

### **NAME**

This is simply the name of your character and can be anything you choose.

### **TYPE**

Your character can be one of the following types:

Human: a human character

Fairy: a magical being with a deep connection to nature

Ghost: a spirit from the underworld

Orc: a member of the orc "monster" type

Elf: a magical being whose people lives in the woods

### **CLASS**

Knight: a master of fighting with weapons

Wizard: a master of magic

### **LEVEL**

1 - you character starts here

2 - after 5 experience

3 - after 15 experience

4 - after 30 experience

- 5 - after 60 experience
- 6 - after 100 experience

## **DEFENSE**

Defense starts out as 3 for a knight and 2 for a wizard.

## **LIFE**

Life starts as 5 and adds 5 every level up.

# Combat

As the players progress through their quests they will encounter various enemies. Some of them will be actively anticipating the player and sometimes it will be the player's choice whether or not to attack. Morally ambiguous situations will be challenging for younger players so they should probably be kept to a minimum, but occasionally a situation where the player will be allowed to spare an enemy or attack them will allow the player to exercise their personality and power of choice inside the game.

When the player has an encounter, first roll 1d6 to determine who gets to attack first. A draw can go to the player or trigger a re-roll per the GMs discretion.

The attacker must roll greater than the opponent's defense on a 1d6. Attack bonus can be applied by reducing the opponents defense by the amount of the bonus.

Each character should start with a certain weapon, and has the ability to use different weapons at higher levels. Here are some suggestions:

### **Knight**

- 1 - (Short sword / 1d2 damage)
- 2 - (Sword / 1d3 damage)
- 3 - (Long sword, broadsword / 1d6 damage)
- 4 - (Two handed sword / 1d6+1 damage)

### **Wizard**

- 1 - (sparks, flame, frost / 1d2 damage)
- 2 - (fire bolt, ice bolt, thunderstorm / 1d3 damage)
- 3 - (flying daggers / 1d6 damage)
- 4 - (fireball, lightning / 2d6 damage)