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Introduction

Might & Miracles, or just "Miracles" for short, is a **magic** and **spell** free alternative to the Dungeons & Dragons roleplaying game. Many aspects of Might & Miracles we will borrow from the 5th edition like storytelling, battle mechanics & some creatures.

Might & Miracles is driven by imagination. It's about picturing a long dirt road between the lush green jungle or the icy wind chilling your bones as you traverse on a narrow ledge through the mountains. The thrill of your first dragon kill or the satisfaction of helping a young mother find her son. Unlike pure imagination, Might & Miracles gives structure to these stories. Players **roll polyhedral dice** to determine the outcome of their actions. Does an attack hit, if so, how much damage? Can they scale a rope, or pull off some other risky task? Anything is possible, but the dice make some outcomes more probable than others.

The **Game Master(GM)** is responsible for guiding the players through the story. The GM will either read from a pre-made adventure, or they may create their own homebrew adventure. The GM is responsible for describing the settings of places the players visit. They role play(RP) the voice of non-playable characters or NPCs the players will



meet on their journey. Finally, the GM is the referee and authority on any rules and disputes between players.

Each player will create an **Adventurer**, and team up with other player's adventurers to form a party. Working together, the party traverses the worlds narrated by the GM. They might crawl a dungeon for treasure, discover lost ancient ruins, sneak through a haunted mansion to solve a mystery, raid a lost temple deep in the amazons, or discover a lava-filled cavern beneath a mysterious mountain.

How to play

Step 1: The GM describes the environment.

The GM tells the players where their adventurers are and what's around them, presenting basic options like how many doors in a room, what and who is in the room, etc).

Step 2: The party describes their actions.

Sometimes one player speaks for the whole party, other times, the party may take turns describing their individual actions. The GM listens to each player and decides how to resolve each action.

Step 3: The GM narrates the results of the adventurers' actions.

Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.



Dice

This game uses **polyhedral dice** with different numbers of sides. You can find dice like these in game stores and in many bookstores. In these rules, the dice are referred to by the letter “d” followed by the number of sides: **d4**, **d6**, **d8**, **d10**, **d12**, **d20**, and **d100**. For instance, the d6 is the standard six-sided die many games use. This game uses the **d20** for most of its rolls to determine success or failure.



For most situations the GM will determine which dice is appropriate for the situation. If the situation is nearly impossible such as finding a person in a crowd of 10,000 people, the GM may have you roll a d100 and if it lands on “1” you are successful. If an adventurer is hunting and you are trying to determine how many rabbits you catch the GM may have you roll a d4 catch from 1-4 rabbits.

Ability checks, attack rolls, and saving throws are the three main kinds of rolls.

*Note: This game has an alternative **d12 system** for dice rolls. While the d12 system is a system created for this game, users can still use the d20 system if they prefer. There is also a lite version where the d12 can be substituted with a d6. For this to work though, the Difficulty Class(DC) and Armor Class(AC) must be cut in half.*

The D12 System

The original D20 system in Dungeons & Dragons uses a single d20 dice rolled to determine ability checks, attack rolls, and saving throws. The probability of rolling any number from 1-20 is 1 in 20 or 5%. Example: if you roll a d20, there is a 5% chance of rolling a bad roll of 2; there is also a 5% chance of rolling an amazing roll of 18.

The D12 system is created to offset the unpredictability of a single dice roll, the d20. Two d12 dice are rolled to determine ability checks, attack rolls, and saving throws. The probability of rolling any number from 1-24 is skewed towards the middle number of 13. Example: the chance of rolling a 13 with a d20 dice is 5% but the chance of rolling a 13 with two d12 dice is 8.3% which is slightly higher. Now consider a failure roll of 3, with a d20 the chance is 5% but with two d12 it is 1.4%.

Ability Checks

Ability checks test your skill level to accomplish a task. These tasks can be physical like lifting, jumping, climbing, sneaking, or mental tasks like studying, memorizing, remembering, and tricking others. The target number for an ability check is called a **Difficulty Class (DC)**. The higher the DC number the harder it is to perform that task. Example, to climb a hanging rope greased with oil will be **DC24** being almost impossible. As opposed, a normal rope would be **DC12**.

Attack Rolls

Attack rolls are performed when using brute force against another adventurer, NPC, monster or inanimate object. The target number for an attack roll is called an **Armor Class(AC)**. AC, is essentially the “shield” rating for whatever it is your adventurer is attacking. You must roll as high as the AC on your dice. Example, to hit an apple with an arrow at 40 yards might require an **DC18** which is pretty tough as opposed to smashing a pot with your sword which would be **DC6**.



Saving Throws

Saving throws are usually rolled in reaction to a specific type of attack, trap or other dangerous situation imposed upon your adventurer. Just like ability checks, the target number for a saving throw is called a **Difficulty Class (DC)**. The higher the DC, the more powerful or dangerous the threat is against your adventurer. Example, the DC for blocking a kid from kicking you in the knee may only be **DC6**. As opposed to jumping back from a trap door in a dungeon with a **DC18**.

Difficulty Class Table

Task Difficulty	DC
Easy	6
Medium	12
Hard	18
Nearly impossible	24

Advantage and Disadvantage

Sometimes an ability check, attack roll, or saving throw is modified by special situations called **advantage** and **disadvantage**. Advantage and disadvantage adds another dice to the roll. If you have advantage you **discard the lowest** number rolled. If you have disadvantage you **discard the highest** number rolled. If you have both advantage and disadvantage, they cancel each other out and you roll normally. Example, your enemy trips and falls to the ground. Now you have advantage on him; you roll **3d12** and get **(2,9,8)** you now drop the lowest dice **2** from the roll. Your roll total is **17**. Then if your enemy trips you and both of you are on the ground, you now have both advantage and disadvantage, you attack normally with **2d12**.

Adventurer

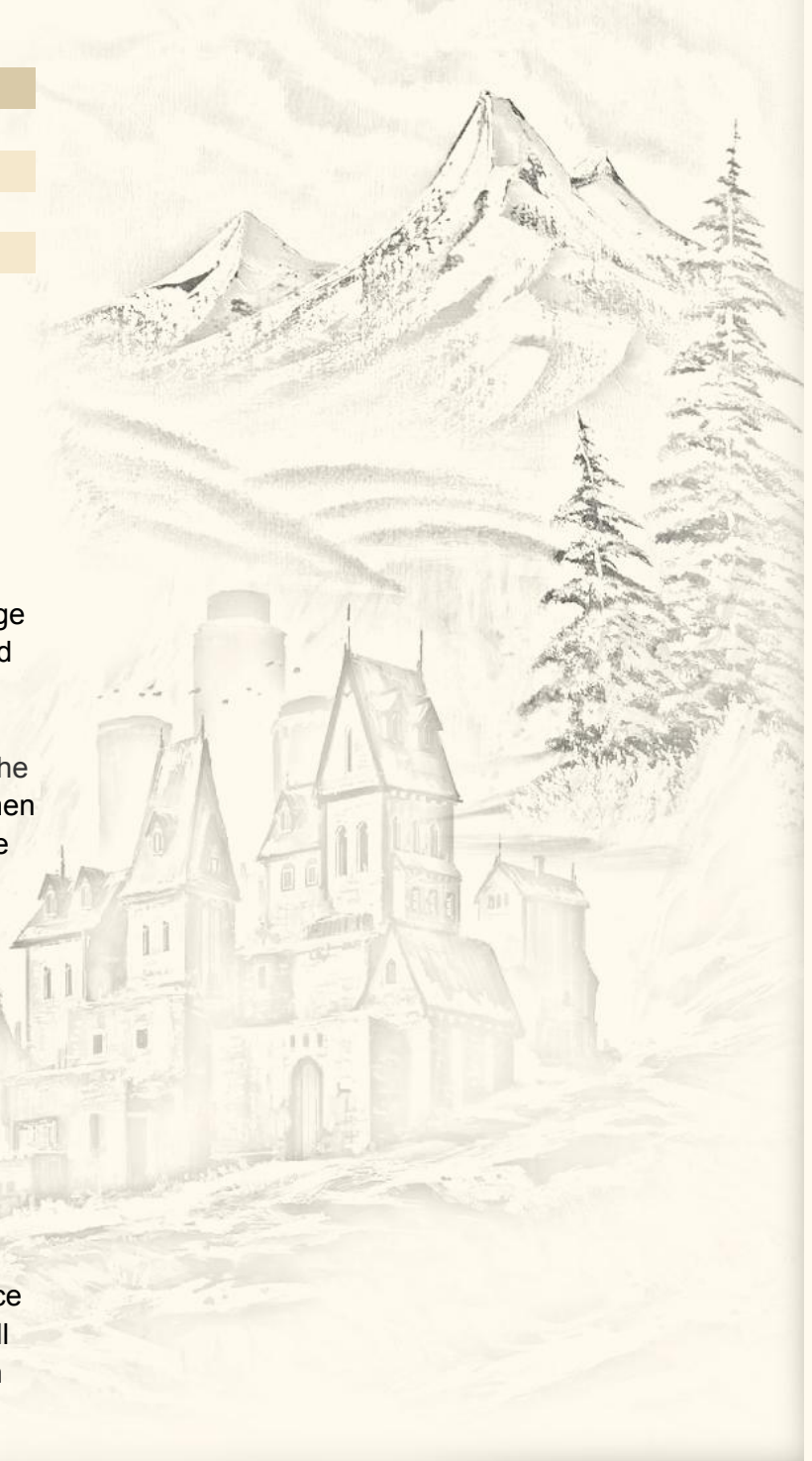
Dice will also be used to build your adventurer. Stats like **Might**, **Dexterity**, **Constitution**, **Knowledge**, **Faith**, and **Charisma** will determine the adventurer's abilities.

Randomizer

Dice also serve as a randomizer. Is there a chance of an adventurer selecting a poisonous herb? Roll the dice. Does the shop you entered have certain items? Roll the dice. Having this randomizer

mechanic keeps the game fun and interesting. It also serves to cut some of the preparation time for the GM.

The **size** of the dice rolled for a randomizer is determined by the percentage chance of success. Let's take the herb example. You may roll a d100 and compare the outcome to a chart created in the adventure to determine what herbs he finds. Why d100? Well there are thousands of herbs, some medicinal and others poisonous. The d100 provides for a huge range of plants to be available to find.



Adventures

The adventures are the stories of the game. An adventure is either created by the GM or created by another individual or company, tweaked and modified to suit the GM's needs. In either case, an adventure features a fantastic setting, like a dark dungeon, a noble castle, a stretch of wilderness, or a bustling city. Adventurers can do anything the players can imagine, but an adventure usually has these categories: **travel**, **role playing**, and **combat**.

Travel

Trekking long distances on a map can get quite tedious. The players will not have to worry about long travel progression on a map. The adventurers will decide where they want to go and the GM will "cut scene" to location and announce their arrival. The only times you stop during travel are checkpoints where story plots are revealed, like an ambush, or campsite role playing opportunities to discuss plans, learn about each other, and share resources.

Time still passes while traveling. Just because we don't roleplay every hour of the journey doesn't mean we teleport to our location. If there is a timer on a mission of say 4 days and it takes 1 day to travel to the location, we only have 2 days to complete the objective before we have to travel back on the 4th day to finish the mission on time. Adventurers can travel 25 miles on foot and 50 miles on horseback in one day. This assumes that the adventurers are traveling on beaten paths. If they are traveling across **Rough Terrain (RT)** such as mountains, dense forests, or swamps they will likely travel about 10-15 miles a day.

Ships, boats and other forms of travel will typically travel 50 miles in one day.

Travel Table

Travel Method	Miles	RT
Foot	20	10
Horseback	40	10
Ships & Boats	50	20
Train & Cars	100	20

Role Playing

Any social interaction falls under role play. Role playing can be between two players or between a player and an NPC that is role played by the GM. Most of the story will be revealed through role playing your way through the challenges that present you in the adventure. Adventurers can be in a city having a casual conversation with a shop owner about his items. They can also be in the heat of battle trying to convince the enemy to repent of his evil ways or if the tables are turned, to beg for mercy.

Some people like to role play in the first person, to talk as if they are adventurers. Example: "*Notching an arrow and pointing at the NPC... Let us pass, you may have more people and kill us, but I at least I know YOU won't survive*". While others may prefer to use third person with their adventurer. Here is the same scenario: "*I want my Ranger to notch an arrow and hold it up to the NPC and threaten his life if he doesn't let us pass through*". Both of these methods work and a player shouldn't be penalized for not feeling comfortable with voice acting.

Combat

When a situation turns hostile the GM will ask all players to "Roll for Initiative". This is the beginning of combat.

Often one party may get surprised by the other, in this case the aggressors will get a free turn to attack the party before initiative is rolled.

Combat will be thoroughly covered in **chapter ???**. Combat is the most structured part M&M. Adventurers and enemies take turns swinging weapons, casting miracles and curses, maneuvering, and so on. All this in an effort to defeat their opponents, whether by death, taking captives, or forcing a retreat. During combat there will be opportunities for adventurers to use actions to attempt stunts like surfing down a flight of stairs on a shield, or pulling a mysterious lever that tips the tide of battle, or to interact with allies, enemies, or neutral bystanders.

Miracles and Curses

Other than the d12 dice mechanic, this is the main difference between Dungeons & Dragons and Might and Miracles. The Miracles and Curses in this game will be backed by biblical precedence.

Obviously a priest can't heal everything he touches on demand. Only God can heal whom he chooses. But, for the purposes of making this game fun and fantastical in nature, miracles will be exaggerated to the point that a miracle performer can call on God's help at will to perform miracles, or to enact a curse to smite his enemies.

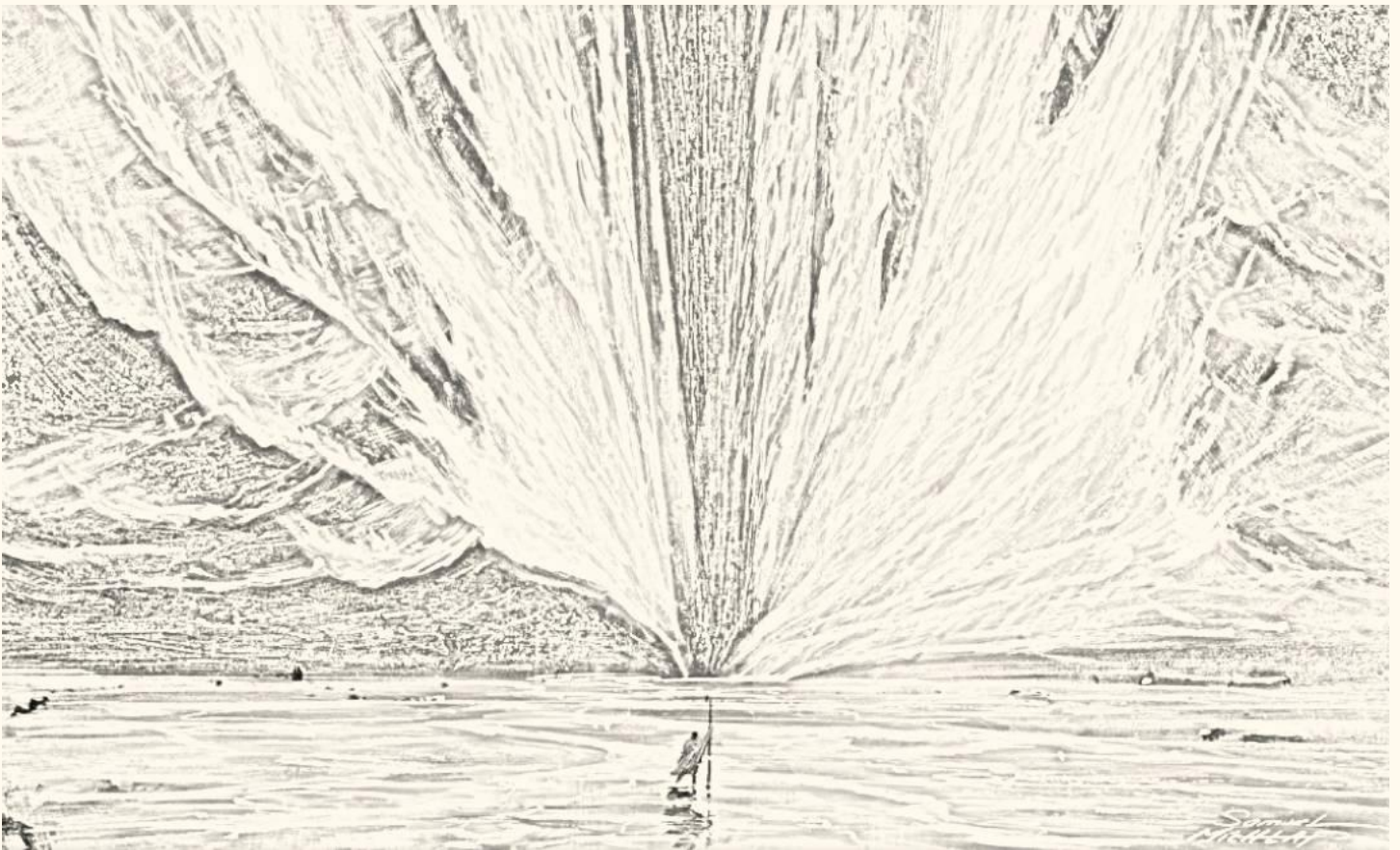
Two types of Miracles exist, **Knowledge** based and **Faith** based.

Knowledge based miracles are small miracles that are performed using scripture. Example: An adventurer will audibly recall the passage: *"with His stripes we are healed - Isaiah 53:5"* After reading this passage, the adventurer can use this Miracle to heal itself or an ally for 2d4.

Faith miracles draw from your "measure of faith" given to everyone. God's power is unlimited, however your measure of faith is not. As you play your measure of faith will grow and you will be able to enact more powerful spells. Example: If an adventurer has 3 measures of faith, and he performs discernment which cost 2 measures, then he can only perform it one time before he long rests. He still has 1 measure of faith left, he can now only perform any faith miracles that cost 1 measure.

You won't be parting water like Moses when your adventurer first starts, but as your adventurer grows in **faith** and **knowledge** you will soon see him performing advanced miracles such as raising the dead, or controlling water, or calling fire down from the heavens. The connotations of miracles are boundless, if it is in biblical history or been performed by any christians in recorded history, it can be performed in the game.

We will cover knowledge and faith miracles in more detail in **chapter ???**.



Create an Adventurer

Your first step in playing *Might & Miracles* is to create an **Adventurer** who will be your avatar in the game world. Your adventurer's stats will be rolled using dice; it's race and class be chosen from charts, and it's personality, appearance, and backstory from your imagination. You will build your adventurer using an **Adventure Sheet**.

Every good adventurer starts off as an idea. Are you a strong, chivalrous knight, a nimble rogue, or a faithful priest. Once the idea is envisioned. Follow the steps below to turn your vision into an adventurer. Now let us walk through everything you need to create your adventurer.

Choose your character's **alignment** and **ideals** (the moral compass that guides his or her decisions) this game highly recommends you play with an alignment of generally good or neutral.

Alignment Chart

Lawful Good

Neutral Good

Chaotic Good

Lawful Neutral

Neutral

Chaotic Neutral

Next choose your adventurer's **background**. It describes where he or she came from, his or her original

occupation. This background can shape his or her interactions in the game. For example, you might choose a blacksmith, and your character will gain knowledge on the care and maintenance of weapons for the party, and other info that will help him role play.



Choose a Name

This is simple, pick a name. It can pull from lore and have a rich backstory with a last name pedigree that traces back to Noah. Your name can also be simple, or even comedic in its nature. Examples: "Trevnor Ravenforge", or simply "Bob"

Choose an Appearance

Are you male or female, slim or heavy; are you tall or short? Do you have light or dark skin? Do you have facial hair; is your hair longer or shorter? What color is your hair? These are all descriptions you can add to your adventurer. Example: A dwarf could be described as "A short, chubby, bearded man with long, braided, black hair."

Choose a Race

There are many intelligent humanoid races to choose from for your adventurer. Your race will affect three attributes: Your background and world view helps you role play your adventurer; your stat modifiers; and finally, your racial traits. Your racial traits are small features tied to your race that you get that enhance your abilities. Examples of this are better eyesight; special habitat skills, like swimming or digging, etc; larger or smaller frame that allows for reach or the ability to fit in tight spaces; or natural proficiencies with certain weapons or tools.

For each Race there is a sub-race that allows you to fine tune your adventurer.

Choose Class

If your race is “who you are” your **class** is “what you do”. Choose wisely, your class will for the most part determine your adventurer’s features or capabilities (including miracles) that set your character apart from members of other classes. Classes also have levels that are increased with experience points or story milestones; as levels increase your adventurer becomes more powerful.

Levels

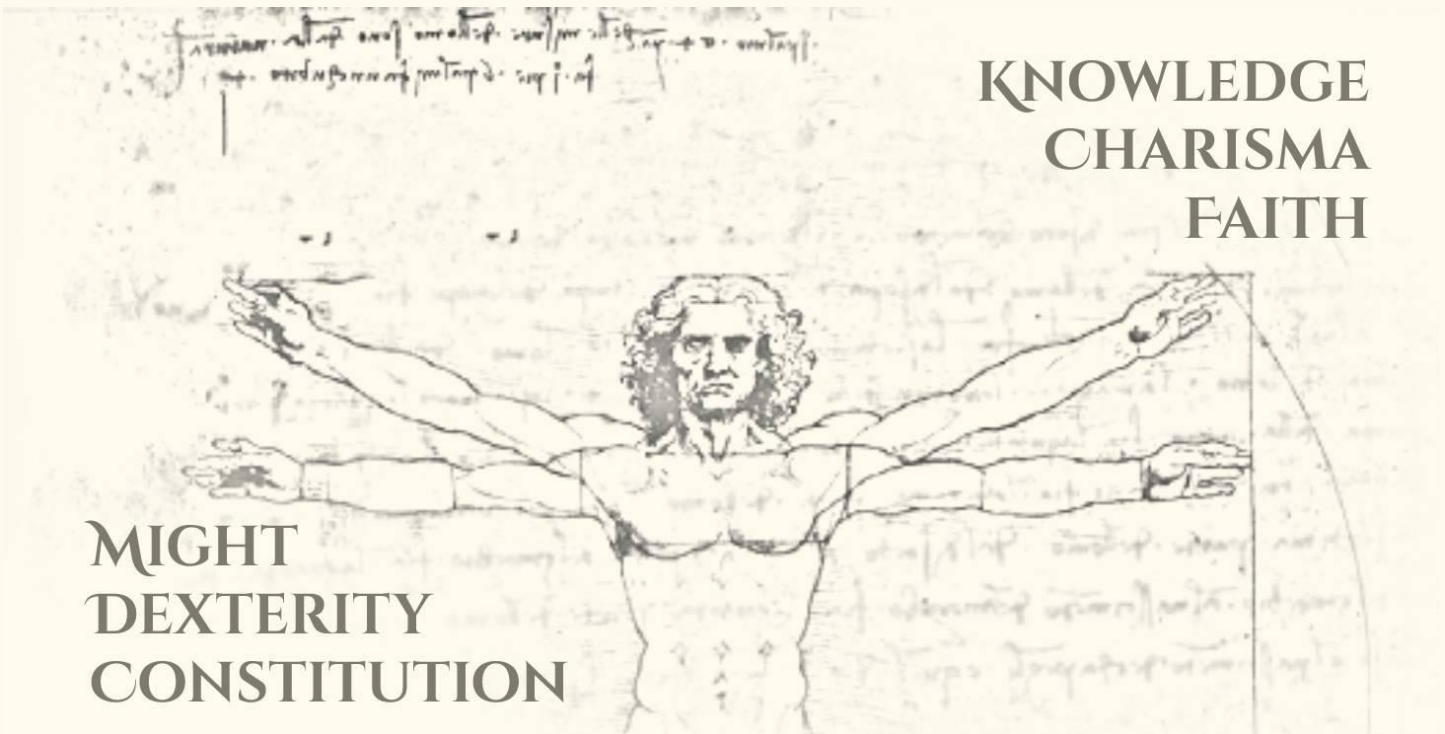
Typically, a character starts at 1st level and advances by adventuring to achieve a milestone, or by gaining experience points (XP).

Roll Abilities Stats

Your adventurer’s abilities determine the likelihood he or she can accomplish goals. The adventurer’s six abilities are: **Might**, **Dexterity**, **Constitution**, **Knowledge**, **Charisma**, and **Faith**.

Let’s talk about each ability, while some are the same as D&D, others differ. First you have **Might**, which is the same as Strength in D&D, this ability determines the physical strength of your adventurer. **Dexterity** measures speed, reflexes and balance. **Constitution** measures health and stamina. **Knowledge** is your adventurer’s mental ability to remember and analyze situations. **Charisma** measures confidence and likeability. **Faith** is a new one. It measures your ability to believe God will use you for Miracles.

One way I heard it described and like was: Might is



Hit Points and Hit Dice

This is the meter that exists in video games. The more hit points you have the tougher your adventurer is. Your hit points are determined by your Hit Dice. You start with a single hit dice determined by your **class** and then add your constitution modifier to it. See next section on abukuty stats.

how hard you can hit; Dexterity is how many times you can hit; Constitution is how well you can take a kit; Knowledge is knowing where to hit; Charisma is the ability to avoiding getting hit; and Faith is hitting with God’s power.

You determine your adventurer’s ability scores by rolling four **d6** dice then drop the lowest and record the total of the highest three dice. Do this 6 times. You can use the following numbers instead: 15, 14,

13, 12, 10, 8. Now assign each number to one of your character's six abilities.

The purpose of this game is to have fun, if the GM sees that a player is rolling bad stats, the GM can allow a re-roll of that stat or adventurer

Once all the scores are added to the abilities, you can now determine your ability modifiers, by subtracting 10 from the ability score and then divide the result by 2 (round down). Here is a table to help you figure it out:

Ability Modifier Table

Score	Modifier	Score	Modifier
1	-5	16 - 17	+3
2 - 3	-4	18 - 19	+4
4 - 5	-3	20 - 21	+5
6 - 7	-2	22 - 23	+6
8 - 9	-1	24 - 25	+7
10 - 11	0	26 - 27	+8
12 - 13	+1	28 - 29	+9
14 - 15	+2	30	+10

NOTES

Giants[constitution +1; might +2]

- Nephilim [might +1; knowledge +2]
- Brute [might +1; constitution +2]

Elves[knowledge +1; charisma +2]

- Wood [charisma +1; dexterity +2]
- High [charisma +1; knowledge +2]

Humans [any +1; any +1; faith +2]

Dwarves [knowledge+1; constitution +2]

- Mountain [constitution +1; might +2]
- City [constitution +1; charisma +2]

Gnomes[dexterity +1; knowledge +2]

- Garden Gnome[knowledge+1; charisma +2]
- Rock Gnome[knowledge +1; constitution +2]

Halflings [dexterity +1; charisma +2]

- Lightfoot [knowledge +1; dexterity +2]
- Stout [dexterity +1; might +2]

classes:

Knight - Melee; Tank Defense

- Best Stats: **Constitution; Might**

- Initiative: **d6**

Crusader - Melee; Damage Dealer

- Best Stats: **Might; Charisma**

- Initiative: **d6**

Ranger - Ranged; Damage Dealer

- Best Stats: **Dexterity; Might**

- Initiative: **d4**

Spy - Melee/Ranged; Stealth

- Best Stats: **Dexterity; Knowledge**

- Initiative: **d4**

Psalmist - Support; Miracle Performer

- Best Stats: **Charisma; Knowledge**

- Initiative: **d8**

Healer - Support; Miracle Performer

- Best Stats: **Faith; knowledge**

- Initiative: **d8**

Cleric - Tank; Miracle Performer

- Best Stats: **Constitution; Knowledge**

- Initiative: **d12**

Priest - Ranged; Miracle Performer

- Best Stats: **Faith; Charisma**

- Initiative: **d12**

Roll Stats

Might(Giants)

Dexterity(Halflings)

Constitution(Dwarves)

Knowledge(Gnomes)

Faith(Humans)

Charisma(Elves)

D20: 4d6 drop lowest

D12: 4d6 drop lowest

Create Backstory

Personality

Appearance

History / Origin

Armor Class vs Speed

Armor provides protection by reducing all incoming damage. Each type will reduce damage by a limited amount. Armor Points are regained after a character rests. Once the player or monster has used armor to absorb its maximum amount, they

are too tired or wounded to make effective use of it again - they then begin taking full damage.

Armor of God?

(head, torso, shield, loins, boots)

Head:	Armor	Speed
Nothing	-	-
Leather	+6	-2
Torso:		
Cloth	+2	-
Gambeson	+4	-1
Leather	+6	-4
Chain Mail	+8	-7
Plate & Mail	+10	-10

Talents(Skills)

Knight:

Heavy Tasks
Sensing Danger
Blocking, Grappling

Crusader:

Athletic Tasks
Running, Jumping
Intimidation
Divine Discernment

Ranger:

Leadership Tasks
Logic & calculations
Animal Handling
Hunting

Rogue:

Delicate Tasks
Climbing
Listening and Eavesdropping
Moving Stealthy
Finding hidden things

Bard:

Nimble Tasks
People Insight
Musical Talent

Performance

Notes:

NO character levels, they advance by learning more powerful miracles or gaining more powerful equipment. They can also improve Stats over time with major accomplishments.

Miracle Levels?

Miracles: 2 types;

- Knowledge Based, scripture & invocation
- Faith based, prayer & belief

(enacted by prayer, how do we pray? Should I have a bible quoting system?)

One scripture can be used a day... Adventure learns scripture and writes it down.

Prayer Types:

Imprecation (curses)
Restoration (healing)
Translation (teleportation and transmutation)
Convocation (summoning)
Benediction (Blessing)

Miracles: (enacted by prayer, how do we pray? Should i have a scripture quoting system?)[quoting it in original text or latin would be tight...lol]

Attributes: (should i use??)

Health ($10 + (5 * \text{Martial skill rept})$)
Stamina ($10 + (5 * \text{Clandestine skill rept})$)
Faith ($10 + (5 * \text{Holy Skill Rept})$)
~~Zeal~~ (~~$\text{Zeal} = \text{tFaith}/10$~~)
Finesse ($\text{Finesse} = \text{tStamina}/10$)
Might ($\text{Might} = \text{tHealth}/10$)

D20 Rule Variation

If you want to keep the d20 dice mechanics from Dungeons and Dragons. There should be no issues integrating the d20 dice system into this game system. Just remember to adjust the **Difficulty Class (DC)** and **Armor Class (AC)**.

D6 Lite Variation

If you want to simplify the d12 dice to the more common d6 dice that every household game has, there should be no issues integrating the d6 dice system into this game system. Just remember to half the **Difficulty Class (DC)** and **Armor Class (AC)**.