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Introduction

Might & Miracles (M&M) is a **clean** alternative to the Dungeons & Dragons roleplaying game. Many aspects of Might & Miracles we will borrow from the 5th edition like storytelling, dice mechanics & some characters.

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 system for dice rolls. The **d12 system**. While the d12 system is a system created for this game.*

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 **DC9**.

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 **DC9**.



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 **DC9**. 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

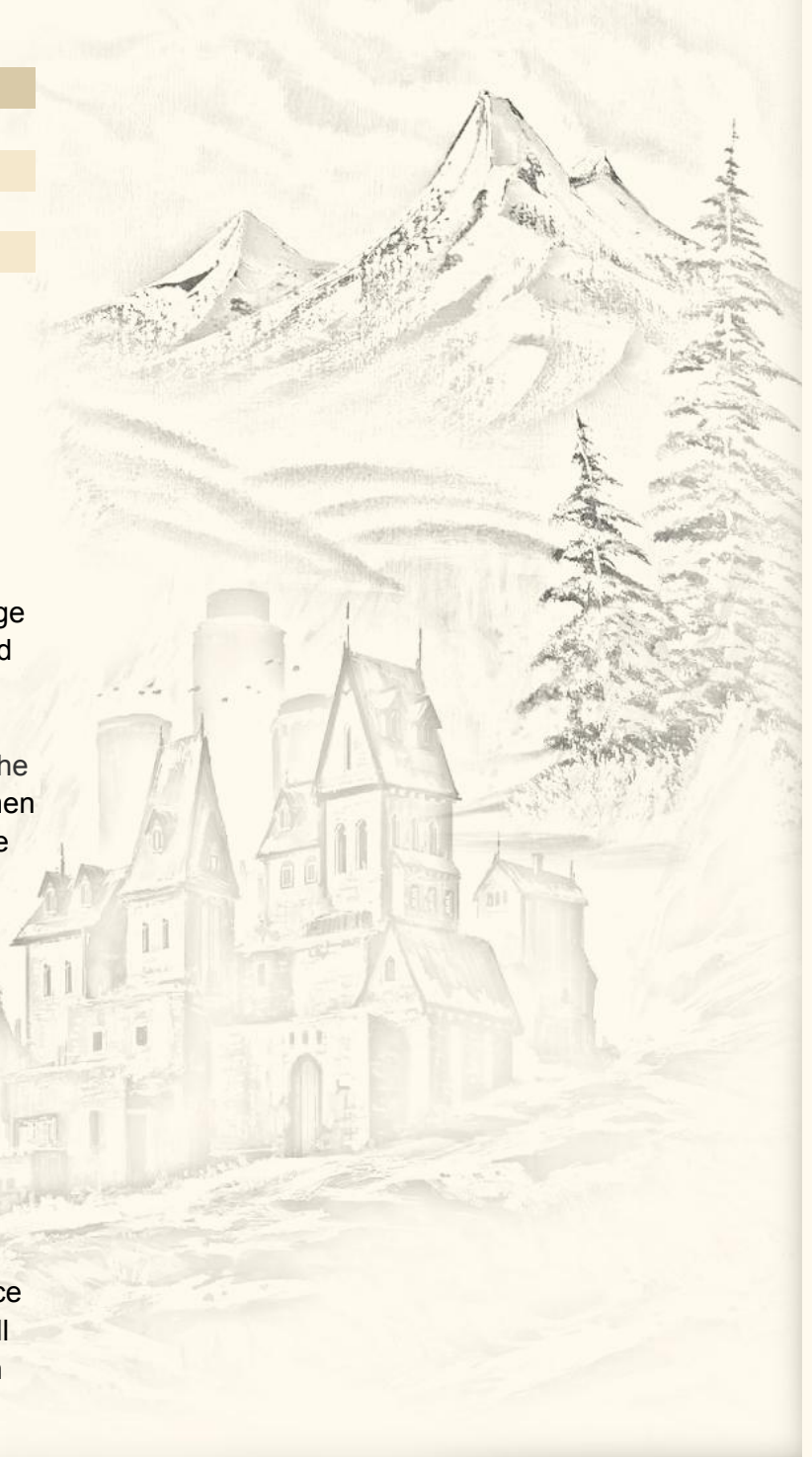
Dice will also be used to build your adventurer. Stats like **Strength**, **Dexterity**, **Constitution**, **Knowledge**, **Faith**, and **Charisma** will determine the adventurer's abilities.

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 meat of the game, the story. An adventure is either created by the GM or created by another individual or company, tweaked and modified to suit the DM's needs. In either case, an adventure features a fantastic setting, whether it's a dungeon, castle, a stretch of wilderness, or a bustling city. Player's adventurers can do anything they imagine, but an adventure usually has these categories: **travel**, **role playing**, and **combat**.

Travel

You 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 they have arrived. Trekking long distances on a map can get quite tedious. Only thing you need to adhere to is 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. 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 have mercy on your adventurers. This role playing can be between two players or between a player and an NPC that is role played by the GM.

Some people like to role play in the first person, to talk as if they are adventurers. Example: "Notching an arrow and pointing at 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 just say what their adventurer says. Here is another example of the same actions: "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.

Most of the story will be revealed through role playing your way through the challenges that present you in the adventure.

Combat

When things turn hostile the GM will ask all player 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.

Create an Adventurer

Your first step in playing Might & Miracles is to build your **Adventurer**. 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**. (See ?? for charts). TODO: build Sheet PDF.

From here on, we will walkthrough the Adventure Sheet

Choose Race

Giants[constitution +1; strength +2]

- Nephilim [strength +1; knowledge +2]
- Brute [strength +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; Strength +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; strength +2]

Choose Class

Knight - Melee; Tank Defence

- Best Stats: **Constitution; Strength**
- Initiative: **d6**

Crusader - Melee; Damage Dealer

- Best Stats: **Strength; Charisma**
- Initiative: **d6**

Ranger - Ranged; Damage Dealer

- Best Stats: **Dexterity; Strength**
- Initiative: **d4**

Rogue - Melee/Ranged; Stealth

- Best Stats: **Dexterity; Knowledge**
- Initiative: **d4**

Bard - 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

Strength(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:	AC	SP
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

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

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

Prayer Types:

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

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;