

CRITICAL MISCAST

- 1-10:** Fizzle - Spell fails. Ghostly laughter fills the room.
11-15: Backfire - Caster takes the damage or effect.
16-19: Disaster - e.g. Caster ages d20 years, loses a level, gains a mutation, summons a hostile monster, disintegrates all armor with 100 feet, hits the wrong target for full damage, or something equally horrifying.
20: Catastrophic - Caster explodes in a shower of gore.

WEAPONS

- D2:** Fist, kick, headbutt
D4: Bone, club, dagger, improvised weapon
D6: Mace, short bow, spear, staff
D8: Battle axe, long bow, rapier, sword, warhammer
D10: Crossbow, two-handed sword

ARMOR

- Light:** +1 DEF, doublet, helm, leather jacket 10-20gp
Medium: +2 DEF, Gambeson, scale, studded leather, chainmail bikini 50-100gp
+3 DEF, Brigandine or full chain 100-200gp
Heavy: +4 DEF, Full field plate 1000+gp

KILL SHOTS

- 1-5:** Agonizing death. Your attack inflicts grim wounds to vital organs. Victim dies in d4 rounds.
6-10: Clean Kill. Your decisive, devastating attack drops your opponent with quiet simplicity.
11-15: Brutal Doom. You overkill your target with force, crushing bone, spraying blood—a real mess.
16-19: Splatter & gore. Your attack renders the victim unrecognizable, smashed to a pulp or hewn in two.
20: Deathbringer. So powerful is your kill, a nearby enemy is also hit. Enemies who view such a kill are terrified and intimidated.

IMPROVEMENT

- 1-4xp per session. Level up at 10xp.
100gp=1xp
When you level up, add +1 to any one Ability Score.
Ability Scores max out at +10.
Gain an additional Hit Die each level. Once you reach 20+hp, roll with disadvantage. No re-rolls!

COMBAT

Rounds are 6 seconds. Group initiative every round: d6, highest roll wins. Ties=simultaneous attack. Players take turns clockwise from the GM.

Everyone must declare actions and Magic Users must declare their spells before initiative is rolled. If the Magic User loses initiative and is successfully attacked, the spell fails.

PCs can move up to 20 feet and attack in one round.

No bonus actions.

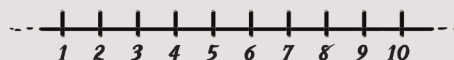
Stunts: maneuvers such as pushing, disarming, tripping, blinding, etc. The GM rules whether the stunt is possible and if the player has advantage, disadvantage, or makes a clean roll. If the roll succeeds, the stunt is successful.

0 HP is unconscious. Negative HP=DEAD.

SPELLS

Use any OSR or 5e spells you like—but the PCs must find them through exploration.
DC 10 to cast. Saving throws are 15.

CORRUPTION



Gain +1 when you commit an evil deed or roll Nat 1 when spellcasting. At 10 Corruption you have lost all humanity and become a monster controlled by the GM.

HEALING

Use a DD to stitch up wounds after combat.
Heal HP = CON every day of complete bedrest.

CONVERTING SPELLS & MONSTERS

Import monsters and spells you like from 5e/OSR games. Monsters have pure HD (no CON bonuses).
Spells do the same damage.
Magic items are virtually non-existent. Potions are rare.



BASICS & ABILITIES

Roll **3d6** six times and arrange as desired.
13-15= +1, 16-17= +2, 18= +3. No penalties.

Only record the BONUS, not the 3-18.
Ex: STR +2, INT 0, WIS 0, DEX 0, CON +1, CHA 0

- STrength:** Add to melee weapon attacks AND damage
DEXterity: Add to DEF, missile attacks AND damage, stealth, climbing, lockpicking, acrobatics, etc.
CONstitution: Saves v. poison, you can carry items = CON + 10, for each day of rest you regain HP=CON. Note: CON does NOT add to HP
INtelligence: Add to spellcasting rolls, history, knowledge, +1 indicates literacy
WISdom: Add to mind-based Saving Throws, searching, perception & tracking
CHARisma: Add to all reaction checks, charm, deception, intimidation, performance, persuasion.

Your Ability Score IS your proficiency bonus, skill level, and natural ability. A +1 STR means you are proficient with ALL hand weapons. A +1 DEX means you are proficient with all ranged weapons, acrobatics, climbing, stealth, etc.

HP = "Pure" Hit Dice, do not add CON

DEFense= 10+ DEX + Armor. (DEF replaces AC)

All characters are human. No one can see in the dark.
No clerics. The gods of Deathbringer are indifferent.
Spellcasters have been hunted to near-extinction.

Start with d6gp, a waterskin, and d4 days' rations.

CHARACTER CLASSES

DEATHBRINGER

Hit Dice: d10. Use any armor or weapons.
Spend a Deathbringer Die to make one extra attack.
Second attack at 5 th level.
To start: doublet & shield, 2 weapons

GRIMSCRIBE

Hit Dice= d6. Cannot wear armor.
No spell slots. Roll to cast, DC 10. On a roll of Natural 1 gain 1 Corruption and roll on the Miscast Table. Gains spells by finding scrolls, spell books, or by having a friendly higher-level magic user teach them to you. You are a living grimoire & must tattoo all spells on your skin.
To Start: four cantrips, two first-level spells, dagger

SCOUNDREL

Hit Dice= d8. Light armor only.
 Advantage when attempting stealth, climbing, listening,
 lockpicking, searching, etc. +4 to hit and double damage
 from behind.
 To Start: leather jacket, club or dagger, thieves' tools, rope
 & grapple hook, lucky charm.

WITCH HUNTER

Hit Dice= d8. Light armor.
Cast Detect Evil and Protection from Evil 1x per day; Turn Undead at will.
To Start: leather coat, club, crossbow, holy symbol, 6 torches.

PLAGUE DOCTOR

Hit Dice= d6. Leather armor only.
Cure Wounds once per patient per day, Cure Disease
& Cure Poison 1x per day. Create d4 potions a day (1)
acid splash (2) sleep (3) poison spray (4) bomb [d10] (5)
healing [d6] (6) hallucinations
To Start: Leather beak mask and coat, meat cleaver,
medical kit, very suspicious diploma

THIS IS HOW WE ROLL

Advantage & disadvantage for cover, low visibility, having the proper tools, etc.

Natural 20 means +d12 damage and you lower the opponent's DEF by 1.

Natural 1 is a critical failure. Quiver is empty, you are disarmed, or Critical Miscalc.

DEATHBRINGER DICE

Replace class features, Skills, Feats & Inspiration with Deathbringer Dice.

Begin each session with DD equal to your level.

A player can “spend” DDs to:

- (1) Add d6 to any d20 roll.
- (2) Inflict an additional d6 damage on a successful hit.
- (3) Absorb d6 damage.

You may use multiple DD at the same time.
DD cannot be used to alter a Nat 1 or used for initiative rolls. They are not replenished with rest but respawn at the start of a session.

Store up to 10 DD on your sheet in these slots:

BACKGROUND RANDOM MISERY

- | | |
|--------------------|------------------------------|
| 1 Bounty Hunter | 1 Abandoned at birth. |
| 2 Courtesan | 2 Banished from home. |
| 3 Duelist | 3 Betrayed by a loved one. |
| 4 Executioner | 4 Cursed by vengeful witch. |
| 5 Farmer | 5 Disinherited or disowned. |
| 6 Grave Robber | 6 Escaped bondage or prison. |
| 7 Leech Collector | 7 Fled a scandal. |
| 8 Mercenary | 8 Framed for a crime. |
| 9 Minor Noble | 9 Killed someone important. |
| 10 Outlaw | 10 Left for dead. |
| 11 Performer | 11 Locusts ate your crops. |
| 12 Pit Fighter | 12 Owe someone money. |
| 13 Pirate/Sailor | 13 Pursued by the law. |
| 14 Priest/nun/monk | 14 Raised in the streets |
| 15 Rat Catcher | 15 Reduced to poverty. |
| 16 Servant | 16 Rejected by society. |
| 17 Student/Scholar | 17 Ruined by vice. |
| 18 Swineherd | 18 Suffering from amnesia. |
| 19 Soldier | 19 Survived a massacre. |
| 20 Urchin | 20 Town ravaged by plague. |

STR

DEX

CON

INT

WIS

CHA

PLAYER NAME: _____

CHARACTER NAME: _____

CLASS: _____

LEVEL: _____ **XP:** _____

DEFENSE



HIT POINTS

MAX



CURRENT

[illegible]