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| Simple Role-Playing Game |
| Two dice rolling in mid-air |

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| 2021 | SRPG v1 |

A simple roleplaying game which is played with paper, pencils and dice

Simple Role-Playing Game

SRPG v1

# Overview

This document provides a simple roleplaying game which is played with paper, pencils and dice (d6).

It uses early Fantasy Roleplaying Game as a baseline and changes aspects to make it lite and generic.

# Game Mechanic

The Game Master (GM) creates a world. The world consists of characters, non-player characters (NPC), creatures, equipment, location and objectives.

The player uses a character to perform actions, equipment, combat and casting to interact with the world and achieve objectives. Characters have an initial class, attributes and skills.

The outcome of a character’s action is resolved by checking an attribute.

**A player should roll below the attribute on a d6 to pass**.

Creatures don’t make checks - a character must avoid their attacks by making a check, the only time a creature would roll is for damage.

The game is played in turns.

The game ends when the objectives are met (or the characters are dead). The GM awards experience allowing the characters to gain levels for future games in the world.

# Characters

The player choices of their character class from either; Manual Skilled, Combat Skilled & Knowledge Skilled.

The class determines how much damage you can do, your Hit Points (HP) and unique abilities.

The values for attributes are generated with a d6 in the following order.

* Strength (STR)
* Dexterity (DEX)
* Constitution (CON)
* Intelligence (INT)
* Wisdom (WIS)
* Charisma (CHA)

2 of the generated attributes may be swapped around.

## Combat skilled (“Warrior” or “Fighter”) Class

The Combat skill modifies the basic attributes using the assumption that the character has acquired addition STR & DEX through practice and training of combat skills.

| **Attribute** | **Value** | **Notes** |
| --- | --- | --- |
| Name |  |  |
| Type | PC / NPC |  |
| Class | Combat |  |
| Level | 1 |  |
| STR | d6 + 1 |  |
| DEX | d6 + 1 |  |
| CON | d6 + 2 |  |
| INT | d6 |  |
| WIS | d6 |  |
| CHA | d6 + 1 |  |
| HP | d6 + STR + CON + ARM | d6 is rolled at beginning of game |
| HP Recovery | d6 – 2 per Rest |  |
| Armor (AP) | 1 | Clothing provides 1 AP |
| Attack / Damage | d6 + Weapon |  |
| Tools | Basic 4  Weapons 6  Armor 6  Magic 1  Rations 6 |  |

### Features

* Once per hour, while in combat, the character can regain d6 lost HP.
* The Combat skill can make +1 attack per level.
* If the character fails a STR or DEX check and would be dealt damage from an attack, they can opt to sunder (destroy) their shield - if they have one equipped - and ignore the damage.

## Manual skilled (“Thief” or “Trades”) Class

The manual skill modifies the basic attributes using the assumption that the character DEX and WIS has through Training or Practice.

| **Attribute** | **Value** | **Notes** |
| --- | --- | --- |
| Name |  |  |
| Type |  |  |
| Class | Manual |  |
| Level | 1 |  |
| STR | d6 |  |
| DEX | d6 + 2 |  |
| CON | d6 |  |
| INT | d6 |  |
| WIS | d6 + 2 |  |
| CHA | d6 + 2 |  |
| HP | d6 + STR + CON + ARM | d6 is rolled at beginning of game |
| HP Recovery | d6 per Rest |  |
| Armor (AP) | 1 | Clothing provides 1 AP |
| Attack / Damage | d6 + Weapon or Tool |  |
| Tools | Basic 6  Weapons 2  Armor 2  Magic 2  Rations 4 |  |

### Features

* Check DEX to avoid damage or effects from traps and magical devices.
* Attacking from behind and deals d6 + Thief's level damage.
* Performing skilled tasks, climbing, hearing sounds, moving silently, understanding written languages and opening locks.

## Knowledge Skilled (“Cleric” or “Conjurer”) Class

The Knowledge skill modifies the basic attributes using the assumption that the character is INT and has acquires WIS through Education or Study.

| **Attribute** | **Value** | **Notes** |
| --- | --- | --- |
| Name |  |  |
| Type |  |  |
| Class | Knowledge |  |
| Level | 1 |  |
| STR | d6 |  |
| DEX | d6 |  |
| CON | d6 + 1 |  |
| INT | d6 + 1 |  |
| WIS | d6 + 2 |  |
| CHA | d6 + 1 |  |
| HP | d6 + STR + CON + ARM | d6 is rolled at beginning of game |
| HP Recovery | d6 + 2 per Rest |  |
| Armor (AP) | 1 | Clothing provides 1 AP |
| Attack / Damage | d6 + Weapon / Magic |  |
| Tools | Basic 5  Weapons 1  Armor 2  Magic 6  Rations 4 |  |

### Features

* Check CON to avoid damage or effects from poison or being paralyzed.
* Check INT to avoid damage or effects from spells or magical devices.
* The character can banish all nearby undead by checking their WIS and adding the creature's HD to the roll.
* Characters start with a book containing a total of 1d6 spells from the Level 1 and 2 Spell lists.
* At second level, the character can cast a number of spells per day.

# Equipment

Every new character starts with some basic equipment; set of clothes, one day rations and a one-handed weapon, as allowed by their class.

Characters have a purse which contains 1d6 x 10 coins with which to buy equipment.

Equipment is bought from NPC in a shop, stolen or traded with another character.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Attribute | Uses | Cost | Mass | Level | Benefit |
| Pack / Sack, blanket |  | 5 | 1 | 1 | + 2 Carry |
| Work Tools, Hammers, knives | d6 | 5 | 1 | 1 | +1 DEX |
| Rope (50’), Spikes | 1 | 1 | 1 | 1 |  |
| Food, Wine, Beer | 1 | 1 | 1 | 1 |  |
| Food Luxury / Herbs/ Medicines | 1 | 5 | 1 | 2 | +1 heal |
| Fire Maker |  | 1 |  | 1 | Light Torch or Lantern |
| Torch | 1 | 1 | 1 | 1 |  |
| Lantern |  | 10 | 1 | 2 |  |
| Oil | 1 | 2 | 1 | 2 | Fill Lantern |
| Pole / Staff |  | 1 | 2 |  |  |
| 1 Handed Weapon |  | 10 | 1 |  |  |
| 2 Handed Weapon |  | 50 | 2 | 2 |  |
| Small items, Holy Symbols, Lucky charms, Vials, Mirrors | d6 | 25 | 1 | 2 | +1 WIS when banishing |
| Clothes |  | 10 | 1 | 1 |  |
| Leather |  | 20 | 1 | 1 | +1 AP |
| Small Shield |  | 10 | 1 | 1 | +1 AP |
| Chain |  | 50 | 2 | 1 | +2 AP |
| Plate |  | 100 | 3 | 2 | +2 AP |
| Large Shield |  | 50 | 2 | 2 | +2 AP |
| Knight (Fitted Chain, Plate, Shield) |  | 200 | 6 | 3 | +6 AP |
| Magic Armor |  | 0 | 0 | 3 | x 2 AP |

All Equipment is consumable and has limited use. When that item is used the next (turn) its Usage die is rolled. If the roll is 1-2 then the benefit is lost. Usage is downgraded with continue use.

A character can carry the number of items equal to their STR with no issues. Carrying over this amount means they are encumbered, and all attribute checks are taken with disadvantage - you can also only ever move to somewhere Nearby. They simply cannot carry more than double their STR.

Armor provides protection by reducing all incoming damage. Each type will reduce damage by a limited amount. Armor Points are regained after rest. Once the characters armor has absorbed its maximum HP, the Character is too tired or wounded to make effective use of it again - they then begin taking full damage. If a character wears armor that is not listed in their class, they add their total Armor points to any rolls to Attack or Avoid Damage.

Larger, more deadly weapons deal additional damage, but are also harder to hit with. Add +2 to any dice rolled with them.

When using a weapon not listed in their class, combat checks have Disadvantage.

Creatures have 1 point of armor for every HD above 1, to figure this out quickly simply -1 from their HD – Human based creatures can also carry shields. (All to a maximum of 10).

# Turn, Time, Movement, Encounters & Reactions

During a player’s turn a character may move and perform an action. They could attack, look for a clue, talk with an NPC, cast a spell - interacting with the world is an action. Often, they will check their attributes to determine the outcome.

There are 2 types of tracked time - Moments (rounds) and Minutes (turns).

* Moments are used during combat and fast paced scenes of danger.
* Minutes are used when exploring and adventuring.

A GM may advance the clock as they need substituting Minutes for Hours, Days or even Months, should the game require it.

Movement uses ranges for measuring distances; Close, Nearby, Far Away and Distant.

On their turn every character can move somewhere Nearby as part of an action, performing that action at any stage of the move. They can forgo their action and move somewhere Far Away instead. Anything beyond Far Away can be classified as Distant and would take 3 moves to get to.

This supports the narrative ‘theatre of the mind’ style of play and is less concerned about tracking squares and distances. For converting existing movement rates or measures use the following.

|  |  |  |
| --- | --- | --- |
| **Distance** | **Feet** | **Meters** |
| Close | 0 - 5 | 0 - 2 |
| Nearby | 5 - 60 | 2 - 20 |
| Far Away | 60 -120 | 20 - 50 |

Some creatures and NPCs will have pre-determined personalities and goals that will guide a GM when choosing their actions towards the characters.

When the characters are on travelling, The GM should roll a 1d6 every 20 minutes of real-world play. A result of 1-2 means the players will encounter a randomly generated creature or distraction in the next turn. Randomly encountered creatures will react to the characters, make a 2d6 Reaction roll.

|  |  |
| --- | --- |
| **Result** | **Reaction** |
| 1-2 | Flee |
| 2-6 | Avoid |
| 7-8 | Confront and Call for Reinforcements |
| 9 | Confront and attempt to capture, kill or Eat the Character |
| 10 | Mistake the PC for friends or Trick the PC (re-reroll) |
| 11-12 | Provide assist, usually trade items or information |

The likelihood of a meeting, and to some extent the reaction, will depending on the terrain, time of day and outcomes of previous encounters.

# Advantage, Initiative & Combat

A GM may decide that a particular course of action or task has a higher or lower chance of success. They should ask a player to roll an additional 3d6 when making a check - with advantage the lower result is used and with disadvantage, the higher.

If combat breaks out, everyone must be sorted into an order so they each get to act and react in turn. Every character checks their DEX, those that succeed, take their turn before their opponents, they must then act as a group - deciding their own order for actions. Those that fail their DEX checks, go after their opponents.

When a character attacks a creature, they must roll below their STR stat for a Melee Attack or DEX for a Ranged Attack. Likewise, when a creature attacks, the character must roll below its STR against a Melee Attack and DEX against a Ranged Attack to avoid taking damage. A GM will often give the stat required for the check. The damage an attack deals is based on the character’s class or the number of HD a creature has.

To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers a Disadvantage.

Creatures deal damage based on their HD.

If a player making an attack rolls a 1, they double the result of the damage dice they roll. If they roll a 20 when avoiding an attack, they take double damage. Armor Points are used normally.

|  |  |  |
| --- | --- | --- |
| **Creature HD** | **Roll** | **Damage** |
| 1-3 | 1d6 | 3 |
| 4-6 | 2d6-2 | 5 |
| 7 | 2d6 | 7 |
| 7-10 | 2d6+2 | 9 |
| 11-12 | 3d6 | 10 |

For every HD above the character’s level, add +1 to every roll the player makes for any attribute check that would determine the outcome of a conflict between them and an NPC. For example, a level 3 character defending against a HD 5 creatures attack would add +2 to their roll.

The player should roll an attribute check when any spell, trap or effect would impact them.

|  |  |
| --- | --- |
| **Attribute** | **Effect** |
| STR | Physical Harm that cannot be avoided |
| DEX | Physical Harm that can be avoided |
| CON | Poison, Disease or Death. |
| INT | Resisting Spells and Magic |
| WIS | Deception and Illusions |
| CHA | Charming effects. |

When a character is reduced to zero Hit Points (HP) they are taken Out of Action (OOA), they are unconscious and cannot make any actions.

# Rest and Healing

When the fight is over/are out of danger, a character that is taken OOA can roll 2d6 on the table to see what happens to them. If they survive, they gain 1d6-2 HP.

|  |  |
| --- | --- |
| Roll |  |
| 2 | Knocked out |
| 3-5 | Concuss, Disadvantage on all checks for the next hour. |
| 6-8 | Physically Stressed. STR, DEX and CON are -2 for the next day. |
| 9-10 | Physically Impaired .STR or DEX is permanently reduced by 2 |
| 11 | Disfigured or traumatically shocked - CHA reduced to 4 |
| 12 | Dead |

If all the characters lose the fight or are unable to recover the body of the character, they are lost (Dead)

When characters rest for about an hour, they regain the use of all their Armor points.

Once per day, after resting, they may roll a Hit Die associated with their class and regain that many HP.

Characters can gain Hit Points from Spells, Potions, and Abilities. They can never gain more than their maximum - and can never go below zero either. When healing a character who is OOA, just start at zero and count up. That character is now back on their feet and no longer OOA.

# Experience and Gaining Levels.

Characters learn through meet objectives and overcoming obstacles.

Killing one Goblin won’t bring a revelation or Knowledge. Surviving a dungeon, completing a quest or simply living to tell the tale will bring perspective and growth.

GM should be clear and upfront with the player, so they know what the objectives of the game are. For every session, level, quest or major event the character survives, it should contribute to gaining a level. The GM should decide the advancement, it is recommended that the decision remains mostly constant throughout the campaign.

When a character levels up, their maximum Hit Points increase by rolling the Hit Die for the class.

|  |  |
| --- | --- |
| **Class** | **HP Increase** |
| Combat | 2d6 for STR and DEX. |
| Manual | 2d6 for DEX and WIS. |
| Knowledge | 2d6 for INT or WIS. |

A player should roll a 3d6 for each Stat, if the result is higher - that Stat increases by 1.

# Creatures

HD represents a creature's level and the number of d6 rolled to determine its HP.

Creatures deal damage based on their HD.

For Random creature encounters, roll 1d6 for type and 1d6 for the creature.

Apply a +/- modifier to change.

## D1 Human Like

Human or human like creatures, distorted by temperament, size or predation.

| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| --- | --- | --- | --- | --- |
| D1D1 | Human, Early Human | Human, feral, unbalanced or with malign intent | 1 |  |
| D1D2 | Goblin, Half-Human | Tribal, Adapted for forest and underground | 1 | 1d6 HP |
| D1D3 | Hob Goblin | Smart and organized, usually has a backup shield if one lost | 1 |  |
| D1D4 | Berserker or Bugbear | Disadvantage on defense rolls when attacks. | 2 |  |
| D1D5 | Ogre or Giant | Gives advantage on all CHA checks made against it | 4 |  |
| D1D6 | Doppelganger or shapeshifter | Change form in a moment, disadvantage against magic checks. | 3 |  |
| D1D 6+1 | Succubus, Incubus or Vampyre | Rare. 2 Claws or Fangs 1d6, Advantage on magic checks, immune to non-magic weapons, level drain (-1) with kiss. Can cast Charm person (spell) once per hour. | 6 | 1d6 HP |

## D2 Creatures of the Night

Folklore Nocturnal creatures infected with were or with Vampyre like traits.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| D2D1 | Vampire Bat | 1d6 damage next moment after attack. | 1 | 1d6 HP |
| D2D2 | Wererat | Cannot gain Advantage when attempting to surprise a Wererat | 2 |  |
| D2D3 | Night Terror | Removes the effect of Rest | 2 |  |
| D2D4 | Werewolf | Only silver weapons can hurt it. | 4 | 1d6 HP |
| D2D5 | Werebear | 2 claws 1d6 if both hit hug for 1d2+2 damage | 4 |  |
| D2D6 | Vampire | 2 Claws or Fangs 1d6 | 4 |  |

## D3 Demons

Creatures of the underworld, Magic and Fire

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| D3D 1 | Manes | 2 Claws 1d6 + 1 Bite 1d6, Half damage from non-magic weapons | 1 | 2d6 HP |
| D3D2 | Elemental, Fire | Burn for 2d6 fire damage. | 2 | 2d6 HP |
| D3D3 | Gargoyle | Gargoyles are only found in / or on buildings. A random gargoyle is an inert statue. 2 claws 1d6 + 1 bite 1d6 + 1 horn 1d6. | 4 | 3d6 HP |
| D3D4 | Banshee | Shriek - CON check or Paralyzed for 2d6 moments. | 7 |  |
| D3D5 | Balor | Sword 2d6+2 + Whip (0) DEX check or be pulled close to the Balor and burnt for 3d6 fire damage. | 9 | 3d6 HP |
| D3D6 | Hezrou | 2 Claws 1d6 + 1 Bite 2d6,  Cause Fear (as per Banish) or Darkness (spell) - each once per fight | 9 | 2d6 HP |

## D4 Creepy-Crawlies

Insect like creatures that have grown to a giant size with a bad attitude.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| D4D1 | Fire Beetle | Light glands have a usage die of d6 when reused in a lantern | 1 |  |
| D4D2 | Deadly Centipede | Bite (0) plus CON check or ‘OOA’ - only has 1-2hp. | 2 |  |
| D4D3 | Giant Ant Warrior | Poisonous Bite 1d6 + CON check or add 2d6 damage to the attack | 2 | 1d6 HP |
| D4D4 | Giant Leech | Drains a Level the moment after dealing damage. | 2 |  |
| D4D5 | Carrion Creeper | Bite (1) + 6 Tentacles (0) + CON check or Paralyzed. | 3 |  |
| D4D6 | Gelatinous Cube | CON check on touch or be Paralyzed, immune to cold and lightning. | 4 |  |
| D4D6+1 | Giant Slug | Rare. Spit Acid – 1d6 nearby targets 2d6 check DEX for 1/2 damage. | 12 | 1d6 HP |

## D5 Supernatural

Creatures that have been returned from the dead and are linked to place.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| D5D1 | Ghoul | 2 claws 1d6 + 1 bite 1d6 + CON Check or paralyzed. | 2 | 2d6 HP |
| D5D2 | Shadow | Touch 1d6 and -1 STR, only hit by magic weapons. | 3 | 1d6 HP |
| D5D3 | Wright | Can only be hit by magical or silver weapons, Drain 1 Level with Hit | 4 |  |
| D5D4 | Mummy | Attacks stop healing until cure wounds cast, immune to normal weapons, half damage from magic weapons. | 6 |  |
| D5D5 | Djinni | Can take Gaseous Form, Create Objects, Create Illusions, Cast Invisibility (spell) as action. | 7 |  |
| D5D6 | Specter | A person killed by a Specter will become a Specter in 1d6 minutes. | 8 |  |

## D6 Mythical Beast

Creatures of legend that have a real enough presence.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| D6D1 | Large Snake / Lizard | 2 claws 1d6 + 1 bite 1d6 | 1 | 2d6 HP |
| D6D2 | Harpy | Song - CHA check or PCs must move towards it. | 3 |  |
| D6D3 | Owlbear | 2 claws 1d6 + 1 bite 2d6 + Hug for 2d6 if to-hit roll is 1-4. | 5 | 5d6 HP |
| D6D4 | Cockatrice | Bite 1d6 and CON check or Petrified. | 5 | 1d6 HP |
| D6D5 | Basilisk | CON check on eye contact or be petrified. | 6 |  |
| D6D6 | Chimera | 2 Claws 1d6 + 2 Goat horns 1d6 + 1 Lion bite 2d6 + 1 Dragon bite 3d6 or Breathes fire as a Dragon 4d6. | 8 | 7d6 HP |
| D6D6+1 | Dragon | Rare. 2 Claws 2d6 + Bite 3d6, Breathes fire – 1d6 nearby targets 4d6. Can cast 1d6-2 level1 spells + 1d6-4 level2 spells. | 9 to 11 | 10d6 HP |

## D7 Magic Constructs

Creatures that have been constructed from the use of magic.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **2d6** | **Creature** | **Description** | **HD** | **Actions** |
| D7D1 | Zombie | Animated dead, unbound to place and hungry | 1 | 1d6 HP |
| D7D2 | Automata | Animated Equipment, usually fixed to a place with some defensive capability | 1 |  |
| D7D3 | Blink Dog | Teleport nearby once per fight. | 4 | 1d6 HP |
| D7D4 | Black Pudding | Metal objects that touch it melt the next moment. | 10 |  |
| D7D5 | Frost Giant | Throws boulders or great chunks of ice. | 10 | 3d6 HP |
| D7D6 | Stone Golem | Only spells that affect rock or stone will work, weapons must be +2 or better to damage it. | 12 | 3d6 HP |

# Books & Spells

The Knowledge skill allows the player of the character to use their faith, innate or learned or abilities to pray or cast a “spell” that is chosen from a list in their book.

They can cast what they know by reading from a book (or can memorize from a book) equal to their Level.

They have several 'slots' that they can cast each day. These represent a user's 'energy' and the taxing nature of casting. When they run out of slots, they cannot cast.

| **Spell Level**  **CHR level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 1 |  |  |  |  |  |  |
| 2 | 1 |  |  |  |  |  |  |
| 3 | 2 | 1 |  |  |  |  |  |
| 4 | 2 | 2 |  |  |  |  |  |
| 5 | 2 | 2 | 1 |  |  |  |  |
| 6 | 2 | 2 | 2 |  |  |  |  |
| 7 | 2 | 2 | 2 | 1 |  |  |  |
| 8 | 2 | 2 | 2 | 2 | 1 |  |  |
| 9 | 3 | 3 | 2 | 2 | 2 | 1 |  |
| 10 | 4 | 3 | 3 | 2 | 2 | 2 | 1 |

Once a spell is cast it should be checked against their WIS/INT - adding its level to the roll. If they fail, then they reduce the number of 'slots' corresponding to the spell level just cast by 1. When a memorized spell is cast it is not forgotten.

After roughly 8 hours rest, the number of 'slots' a character has refreshes to its maximum.

Magic weapons add +1 to any attribute being checked whilst using the weapon and +1 to each damage dice rolled. More powerful weapons (+2/3) at the GM discretion.

Magic applies to armor adds to its AP. It operates per the normal AP rules.

*Traditional OSR games deal with magic items by adding +1 or +2 to attack rolls and AC. If the GM intends to give out stronger magic armor (+2/3) to high level players, then consider tripling the Armor Points.*

If a spell calls for a creature to make a save, the character must check their INT or WIS - to see if the magic cast was powerful enough to overcome their defenses (remember the Powerful Opponents rule).

| **level** | **Name** | **Description** | **Effect** |
| --- | --- | --- | --- |
| D1D1 | Detect Magic | Everything nearby that is Evil or Charmed glows | 5mins. |
| D1D2 | Light | Create dim light from a nearby spot or object | 1hr. |
| D1D3 | Cure | Heal HP | + 1d6 HP |
| D1D4 | Purify | Removes all contamination from all Nearby food and drink |  |
| D1D5 | Protect | Advantage on all harmful checks from a source | 1hr. |
| D1D6 | Charm | Makes a Nearby target obey commands for a duration | Check WIS each turn |
| D1D7 | Missile | A Nearby, far away or distant target takes damage | 1d6 per level |
| D1D8 | Shield | Increase AP | 2AP per level |
| D1D9 | Sleep | Makes a Nearby target sleep for 8 hrs. | 4d6 HP |
| D2D1 | Detect Traps | Notice all nearby traps | 10mins. |
| D2D2 | Darkness | Creates darkness covering a Nearby area that blocks all types of vision | 1hr. |
| D2D3 | Bless | Nearby allies gain +1 to stats when making attacks and saves | 1hr. |
| D2D4 | Invisibility | A nearby creature is made invisible until it attacks or dispelled. |  |
| D2D5 | Knock | A Nearby door or lock is opened. |  |
| D2D6 | Levitate | The caster floats up to 6 feet from the ground | 10mins. |
| D2D7 | Web | Traps a Nearby area, stopping movement. Check WIS |  |
| D2D8 | Silence | Magical silence covering everything Nearby to a target | 1hr. |
| D2D9 | Hold Person | Paralyze 1d6 Nearby targets. Check WIS each turn to see if the effect lasts. |  |
| D2D10 | Speak with Animals | Can understand and talk with animals | 1hr. |
| D3D1 | Daylight | A nearby area is illuminated by sunlight | 1hr. |
| D3D2 | Cure Disease | Cures a Nearby target of all diseases. |  |
| D3D3 | Locate Object | Sense direction of a known object | 1min. |
| D3D4 | Prayer | All Nearby allies defend against attacks with Advantage | 1d6 moments. |
| D3D5 | Remove Curse | Removes a curse from a Nearby target. |  |
| D3D6 | Speak with the Dead | Ask a Nearby corpse 3 questions. |  |
| D3D7 | Darkvision | See in absolute darkness | 10mins. |
| D3D8 | Dispel Magic | Removes a Nearby Arcane spell. |  |
| D3D9 | Fireball | 1d6 Nearby creatures take 1d6 |  |
| D3D10 | Read Language or Magic | Read all languages and magic | 10mins. |
| D3D11 | Magic Mouth | Creates an illusory mouth that repeats a phrase to all Nearby creatures. |  |
| D4D1 | Create Food |  |  |
| D4D2 | Cure Serious Wounds | Heal 4d6+3 HP to a Nearby target. |  |
| D4D3 | Neutralize Poison | Remove |  |
| D4D4 | Protection from Evil | Nearby allies gain 6 temp AP against evil creatures | 10mins. |
| D4D5 | Confusion | 2d6 Nearby targets immediately make a Reaction roll. |  |
| D4D6 | Dimension Door | Teleport a target to a Distant Location. |  |
| D4D7 | Polymorph Self | Transform a creature to have the appearance of another. |  |
| D4D8 | Remove Curse | Removes a curse from a Nearby target. |  |
| D4D9 | Wall of Fire or Ice | Wall covers a Nearby area, WIS to attack Close targets 3d6 | 10mins. |
| D4D10 | Wall of Stone or Iron | A wall covers a Nearby area - 1hr. | 1hr. |
| D5D1 | Commune | The Cleric's deity truthfully answers 3 questions | 10mins. |
| D5D2 | Dispel Evil | Removes a Nearby Divine (Evil) spell. |  |
| D6D3 | Finger of Death | Choose a Nearby target and check WIS, if a pass the target is OOA. |  |
| D6D4 | Plague | Check WIS for all Nearby targets, they lose 2d6 HP for the next 1d6 turns. |  |
| D6D5 | Quest | Force a Nearby creature to obey an order. |  |
| D6D6 | Raise Dead | Return a Nearby willing target to life, who's died within the last 7 days. |  |
| D6D7 | Animate Dead | Create 1d6+1 Skeletons |  |
| D6D8 | Cloud kill | Anyone with less than 5HD that touches it must check INT or be OOA | 1hr. |
| D6D9 | Conjure Elemental | Create an Elemental of chosen type with 2d6 HD. |  |
| D6D10 | Contact Higher Plane | Ask 1 question |  |
| D6D11 | Feeble mind | Reduce a Nearby target's INT to 4 | 10mins |
| D6D12 | Telekinesis | Move Nearby objects | 1hr. |
| D6D13 | Teleport | Transports a Nearby target to any place known to the caster. |  |
| D7D1 | Animate an Object | Give a Nearby object motion and a simple intelligence | 10mins. |
| D7D2 | Blade Barrier | Wall covers a Nearby area, WIS to attack Close targets (3d8) | 10mins. |
| D7D3 | Conjure Elemental | Summons an elemental with HD equal to caster's level | 1hr. |
| D7D4 | Find Path | The path to a chosen location is made known | 1hr. |
| D7D5 | Speak with Creatures | Can understand and talk with creatures | 1hr. |
| D7D6 | Word of Recall | Give ability to teleport back to the location this spell was cast | 1year. |
| D7D8 | Anti-Magic Shell | Creates a Nearby Zone around the caster blocking all magic. |  |
| D7D9 | Death Spell | 2d6 Nearby targets with 7HD or fewer die. |  |
| D7D10 | Disintegrate | Makes one Nearby target or object turn into a fine powder. |  |
| D7D11 | Invisible Stalker | Summons an extra dimensional creature to perform one task. |  |
| D7D12 | Stone to Flesh | Turns a Nearby target into stone (or vice versa). |  |
| D8D1 | Aerial Servant | Summons a servant to recover a distant object. |  |
| D8D2 | Astral Spell | Projects an avatar of the caster onto a chosen plane | 1hr. |
| D8D3 | Control Weather | Control the Nearby weather to all extremes | 10mins. |
| D8D4 | Earthquake | Check WIS for all Nearby creatures, passes are taken OOA. |  |
| D8D5 | Holy Word | Nearby creatures with less than 5HD die, 6 | 10HD paralysed for 1d6 turns. |
| D8D6 | Wind Walk | Turn into mist and back, at will | 1day. |
| D8D7 | Restoration | Returns all levels lost to creatures with level drain. |  |
| D8D8 | Limited Wish | Change reality in a limited way or time. |  |
| D8D9 | Power Word, Kill | A Nearby target with 50HP or fewer dies and cannot be resurrected. |  |
| D8D10 | Conjuration of Demons | Summons a Demon with 2HD |  |
| D8D11 | Meteor Swarm | Effects the same as casting Fireball 4 times. |  |
| D8D12 | Time Stop | Stops time completely in a Nearby area | 1d4+1 Moments. |

Knowledge skills can attempt to banish all nearby undead as an action. They must successfully check their WIS for each group of creatures they are attempting to banish, adding the creature's HD to the roll. A GM will determine which creatures are banished. Undead creatures that are Banished must spend all their movement (and convert actions to movement) to move away from the character for 2d4 Moments after being Banished.

# Character Sheet

|  |  |  |
| --- | --- | --- |
| Name |  |  |
| Type | PC |  |
| Class |  |  |
| Level | |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |
| STR |  |  |
| DEX |  |  |
| CON |  |  |
| INT |  |  |
| WIS |  |  |
| CHA |  |  |
| HP |  |  |
| HP Recovery |  |  |
| Armor (AP) |  |  |
| Attack / Damage |  |  |
| Tools | |  |  | | --- | --- | | Basic |  | | Weapons |  | | Armor |  | | Magic |  | | Rations |  | |  |  | |  |

# Glossary

|  |  |  |
| --- | --- | --- |
| Acronym |  |  |
| AP | Armor Point |  |
| CHA | Charisma |  |
|  | Creature |  |
| CON | Constitution |  |
| d6 |  |  |
| DEX | Dexterity |  |
| GM | Game Master |  |
| HD | Hit Die |  |
| HP | Hit Point |  |
| INT | Intelligence |  |
| NPC | Non-Player Character | A character used by the GM to effect action on the player character. For example, to set objectives, provide information, direction and sell Equipment. |
|  |  |  |
| OOA | Out of Action |  |
| PC | Player Character |  |
| STR | Strength |  |
| WIS | Wisdom |  |

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