

Adventurers of Arnh

Highly scalable. Needs huge character range.

Extremely simple game mechanics.

Multiple races.

Multiple classes.

Level based.

Allow for equipment.

Magic rich.

Attributes *(Increases automatically, can be modified by equipment & magic)*

Health Points

Defense

Resistance

Luck

Characteristics *(Doesn't usually change, but can be modified by equipment & magic)*

Movement

Size

Gender

Abilities *(Increased by PC each level, can be modified by equipment & magic)*

Combat

Melee

Ranged

Unarmed

Mounted

Magic *(Increased by PC each level, can be modified by equipment & magic)*

Mana

Magical Attack

Enchantment

Dweomer Lore

Rogue *(Increased by PC each level, can be modified by equipment & magic)*

Stealth

Locks

Traps

Pick Pocketing

General *(Increased by PC each level, can be modified by equipment & magic)*

Climbing

Perception

Crafting

Healing

Combat Classes

Soldier

Warrior

Knight

Rogue Classes

Engineer
Burglar
Assassin

Magic Classes

Wizard
Priest
Druid

Hybrid Classes

Witch
Hunter
Tomb Breaker

Average ability = 10

Every level PC gets points to add to abilities and attributes. How many depends on class.

Experience points are gained for killing monsters, overcoming obstacles, acquiring treasure, role playing, completing missions and quests.

1xp per level of monster

1xp per level of obstacle

1xp per 10 silver pieces of treasure (or equivalent value)

Variable xp for role playing events

Variable xp for completion of missions or quests

Level

0 - 100xp

1 - 300xp

2 - 600xp

3 - 1000xp

4 - 2000xp

5 - 4000xp

6 - 8000xp

7 - 16000xp

8 - 25000xp

9 - 35000xp

Etc.

Phred the Example (Soldier) level 3

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Healing

Personality

Role playing traits are entirely optional. There is a three point scale for each trait with an 'average' between two extremes. If a PC selects only average traits, then role playing events, rewards, and penalties will not apply. If traits are used, it will affect xp, npcs, the availability of some missions and quests, and the availability of some equipment. The purpose of traits is to give a basic computer game hack n slash a small taste of role playing.

Mean
Nice
Ambivalent
Curious
Cautious
Suspicious
Friendly
Gentle
Brutal
Lazy
Eager
Spendthrift
Wastrel
Talkative
Reticent
Open
Secretive
Mischievous
Studious
Social
Anti Social
Virtuous
Felonious
Pessimistic
Optimistic
Sophisticated
Coarse
Clever
Dim

Dice will be d6, d8, d10, and d20. They will generally be added to an ability to overcome a target difficulty. Which dice is used is dependent on class and ability. A Wizard, for example, will use a d6 with most combat ability rolls, but will use a d10 for magic ability rolls.

Target difficulties will be level based. The level of Monsters and Obstacles will be mission or Quest set. They WILL NOT be tweaked to suit the level of the PC. Nor will the xp nor the loot.

Random Monsters or Obstacles will be level capped to prevent annihilation of PC.

The setting will be a sandbox style. There will be specific missions and quests readily available, but the PC can just wander around dealing with random encounters if they so choose.

Many key sites will have multiple potential inhabitants/scenarios tied to them - so PCs can revisit a site to find that it has been reinhabited. Some sites will automatically spawn a random encounter after it has been cleared - simply because it is inevitable that SOMEONE will take up residence.

Magic will be different for the three schools, but will use the same metrics. How spells, hexes, and Orisons are cast will be different, but they will all end up (under the bonnet) being the same.

Items (Magic and Mundane) can be crafted and repaired. Items will degrade from damage.