

Maxims

These are the ideas around which the game is to be played.

1. You are not your character, your skill ought not be limited by your character's attributes.
2. Your character has their own understanding of lore, history, and myth; your DM shall reveal these as your character would understand them.
3. Time is precious and combat is brutal
4. Worry not about balance, seek interesting solutions to difficult problems

it breaks their backs it breaks their bones it breaks the binds of unearthed tomes

Ability Scores

For each ability score, in order, roll 3d6. Do not make modifications unless using house rules.

- Strength: Physical power
- Insight: Intelligence and wisdom
- Dexterity: Agility and quickness
- Constitution: Health and body
- Charisma: Force of personality and appearance

Strength Stats

- You can carry weight equal to your strength divided by 5, rounded up, in hundreds of pounds. e.g. 15 = 300 Lbs.
- Attack and Damage bonuses only apply to **Melee** attacks.

| Strength | Attack Bonus | Damage Bonus |
|----------|--------------|--------------|
| 3 - 4 | -2 | -1 |
| 5 - 6 | -1 | .. |
| 7 - 12 | .. | .. |
| 13 - 15 | +1 | .. |
| 16 | +1 | +1 |
| 17 | +2 | +2 |
| 18 | +2 | +3 |

Insight

- spells cast during an encounter require a roll, modified by insight.
- Insight limits how many spells cast per level, and how many spells known.
- **Additional Languages**: equal to your intelligence minus 10.

| Insight | Spellcast Roll Modifier | Max Spells & Spell per Level |
|---------|-------------------------|------------------------------|
| 3 - 4 | -2 | 3 |
| 5 - 7 | -1 | 4 |
| 8 - 9 | .. | 5 |
| 10 - 12 | .. | 6 |
| 13 - 14 | .. | 8 |
| 15 - 16 | .. | 10 |
| 17 | +1 | All |
| 18 | +2 | All |

Dexterity

- Attack and Damage bonuses only apply to **Ranged** attacks.
- A high dexterity improves the deadliness of precisely fired shots.

| Dexterity | Attack Bonus | Damage Bonus |
|-----------|--------------|--------------|
| 3 - 4 | -2 | -1 |
| 5 - 8 | -1 | .. |
| 9 - 12 | .. | .. |
| 13 - 17 | +1 | .. |
| 18 | +2 | +1 |

Constitution

- Modifies hit dice rolls when leveling.

| Insight | Hit Dice Bonus |
|---------|----------------|
| 3 - 6 | -1 |
| 7 - 14 | .. |
| 15 - 16 | +1 |
| 17 | +2 |
| 18 | +3 |

Charisma

- Influences how many hirelings will work for you.
- Loyalty base improves reaction rolls and moral checks.

| Charisma | Maximum Hirelines | Loyalty Base |
|----------|-------------------|--------------|
| 3 - 4 | 1 | -2 |
| 5 - 6 | 2 | -1 |
| 7 - 9 | 3 | .. |
| 10 - 12 | 4 | .. |
| 13 - 15 | 5 | +1 |
| 16 - 17 | 6 | +2 |
| 18 | 12 | +4 |

Saving Throws

- Saving throws are roll against your ability score or your spell save, DM discretion.
- A success is when you roll 1d20 equal or under the appropriate score.
- Knowledge checks should be given bonus based on character race and backgrounds.
- Spell saves are tied to your class and increase with experience.
- What you roll is determined by your DM.

| Save / Check | Examples |
|--------------|---|
| Strength | Open stuck doors |
| Insight | Knowledge, intuit intentions |
| Dexterity | Doding falling rocks, breath weapons |
| Constitution | ressurrection survival, poison resistance |
| Charisma | charm or convince someone |
| Spell | resist magical effects |

Alignment

- There are two alignments, Law and Chaos, and they represent your disposition to the world.
- These are defined by your class, and are **not** all encompassing of your characters personality.
- You are free to play your character as you wish, and your alignment merely gives you certain benefits.

Law

- Those who see the world as something to be ordered, cared for, and built upon.
- Often have a long term view of things
- Often seeks peace, as a final outcome

Chaos

- Those who believe the world is inherently without order
- Often seek outcomes that benefit them immediately
- A willingness to take on great risks, regardless of the larger impact

embodiments of alignment

players get some kind of boon during play when they somehow they embody their alignment

falling from alignment

if you act in the opposite alignment too much, you fall into a purgatory alignment
you can select a new alignment on your next level

Alignment languages

- Neither written nor verbose
- Consists of gestures, signs, or words of power
- Understood between members of the same alignment
- Those of one alignment recognize, but do not comprehend, the language of the other

Races

Human

- When rolling initiative, apply -1 to the result.
- May gain 1 additional language of their choice, except alignment languages.

Elf

- Deep knowledge of nature
- Can read magic
- Can easily detect secret or hidden doors, 2 in 6

Dwarf

- Deep knowledge of stone architecture & underground cave systems
- Dark vision: black and white thermal vision
- Resistant to magic, +4 on save rolls versus magic

Halfling

- Knowledgeable on foraged foods, herbs, plants; both safe and poisonous.
- Stealthy, may move silently on a 2 in 6
- Resistant to magic, +4 on save rolls versus magic

Languages

- All characters know common and their alignment language.
- Non human characters know their native tongue.
- With high intelligence you may know additional languages.
- Possible languages: Elf, Dwarf, Halfling, Lizard, Bestial, Mycelian, Goblin, Orcish, Fairy.
- Languages available are at the discretion of the DM.

Backgrounds

- Roll 1d30 to select a background per your race
- Optionally select what suits your character best

| Roll | Human | Elf | Dwarf | Halfling |
|------|---------------|---------------|-----------------|---------------|
| 1 | Alchemist | Actor | Alchemist | Administrator |
| 2 | Armorer | Alchemist | Anvilsmith | Alchemist |
| 3 | Baker | Armorer | Armorer | Beekeeper |
| 4 | Barber | Birdcatcher | Barber | Bellsmith |
| 5 | Blacksmith | Bladesmith | Blacksmith | Bottler |
| 6 | Butcher | Bookbinder | Brewer | Candlemaker |
| 7 | Carpenter | Cartographer | Cheesemonger | Cook |
| 8 | Cobbler | Distiller | Cooper | Dairy Farmer |
| 9 | Cook | Dockmaster | Devler | Eggler |
| 10 | Diplomat | Falconer | Fabricator | Engraver |
| 11 | Excavator | Fisherman | Fishmonger | Forager |
| 12 | Farmer | Goldsmith | Glasswright | Forester |
| 13 | Fisherman | Hunter | Goldsmith | Gaffer |
| 14 | Goldsmith | Ivory Worker | Hammersmith | Hound keeper |
| 15 | Herder | Jeweler | Ice farmer | Hunter |
| 16 | Jester | Lamplighter | Iron monger | Kegmaster |
| 17 | Jeweler | Luthier | Launderer | Lamp Lighter |
| 18 | Locksmith | Messenger | Miller | Luthier |
| 19 | Merchant | Navigator | Miner | Mason |
| 20 | Miller | Phlembotomist | Mineralogist | Miller |
| 21 | Navigator | Rugmaker | Naturalist | Pewterer |
| 22 | Painter | Saddlemaker | Quarrier | Quilter |
| 23 | Rat catcher | Sailor | Riveter | Reeder |
| 24 | Soldier | Silversmith | Salter | Roper |
| 25 | Stonemason | Surgeon | Silversmith | Scribe |
| 26 | Tailor | Tanner | Skinner | Seamster |
| 27 | Tavern Keeper | Underwriter | Stone mason | Tinsmith |
| 28 | Tax Collector | Winemaker | Tobacco spinner | Townwatch |
| 29 | Watchman | Yeoman | Wine merchant | Wheelwright |
| 30 | Weaver | Zoographer | Wool winder | Yeoman |

Optional Races

Lizardfolk

- Deep knowledge of reptilians, aquatic life, aquatic plants.
- Cold blooded, 3 in 6 chance to hide in plain sight versus dark vision.
- Stealthy, may move silently on a 2 in 6
- Recommended Human or Elf backgrounds

Beastfolk

- Fur covered humanoids with heads of *any* animal; may have tails.
- Permanent +1 to strength **or** dexterity ability scores.
- Listen checks succeed on a 3 in 6.
- Recommended Human or Elf backgrounds

Mushroomfolk

- Very knowledgeable on fungi, plants, and moist ecosystems.
- Dark vision: black and white thermal vision
- Upon 4th, 8th, and 12th levels, gain +1 to strength ability score.
- Recommended Dwarf or Halfling backgrounds

Expanded Backgrounds

- Additional backgrounds that can be rolled on by any race.

| Roll | Background | Roll | Background |
|------|-------------|------|-------------|
| 1 | Actuary | 16 | Hosier |
| 2 | Anchorsmith | 17 | Iron monger |
| 3 | Appraiser | 18 | Irrigator |
| 4 | Artificer | 19 | Kilm master |
| 5 | Barrister | 20 | Lumberjack |
| 6 | Brazier | 21 | Maid |
| 7 | Burgler | 22 | Midwife |
| 8 | Clerk | 23 | Notary |
| 9 | Courtier | 24 | Rustler |
| 10 | Dyer | 25 | Scout |
| 11 | Factor | 26 | Surveyor |
| 12 | Fletcher | 27 | Town Crier |
| 13 | Geometer | 28 | Wagoner |
| 14 | Haberdasher | 29 | Wet nurse |
| 15 | Hatmaker | 30 | Wharfmaster |

Classes

- There are four classes, within each two paths.
- One path is one toward law, the other toward chaos.

Hitpoints

- First level, you acquire maximum hit points (4, 6, or 8)
- Every following level, roll your class' hit die and add the result to your HP.
- Each class has a specific maximum hit die allowed.
- Add for you CON modifier to all levels gained.

Experience Requirements

| Level | XP Req |
|-------|---------|
| 1 | 0 |
| 2 | 2,000 |
| 3 | 4,000 |
| 4 | 8,000 |
| 5 | 16,000 |
| 6 | 32,000 |
| 7 | 64,000 |
| 8 | 120,000 |
| 9 | 240,000 |

The Crusader & The Marauder

- Hit Die per level : d8, max at 9th
- May wear any armor and use any weapons
- Crusaders: +1 on their first attack in an encounter, or +2 if they charge into battle.
- Marauders: Once per encounter, gain a free attack in the same round after killing a foe.

| Level | Attackk Bonus | Attacks per turn | Spell Save |
|-------|---------------|------------------|------------|
| 1-3 | +0 | 1 | 4 |
| 4-6 | +2 | 2 | 6 |
| 7-9 | +5 | 3 | 8 |
| 10-12 | +7 | 4 | 10 |
| 13+ | +8 | 5 | 12 |

The Hunter & The Barbarian

- Hit Die per level : d8, max at 8th
- May not wear plate armor.
- Hunters may stalk, track, or sneak successfully on a 3 in 6 chance; at 5th level this becomes a 5 in 6 chance.
- Barbarians, when at half or lower health, gain an additional attack each combat round. At 5th level this is 2 extra attacks.

| Level | Attackk Bonus | Attacks per turn | Spell Save |
|-------|---------------|------------------|------------|
| 1-3 | +0 | 1 | 5 |
| 4-6 | +1 | 1 | 7 |
| 7-9 | +2 | 2 | 9 |
| 10-12 | +3 | 3 | 11 |
| 13+ | +5 | 4 | 13 |

The Devout & The Forlorn (wayward?)

- Hit Die per level: d6, max 8th
- May wear any armor or shields.
- The Devout may only use blunt weapons, the forlorn may only use sharp weapons.
- The Devout: Once per day, with a prayer, 2 in 6 chance to recover one spell slot.
- The Forlorn: May raise one corpse from the dead, 1HP, for 1d4 rounds; Can deal 1 damage on a hit

| Level | Atk Bonus | Attacks | Spell Save |
|-------|-----------|---------|------------|
| 1-4 | +0 | 1 | 5 |
| 5-8 | +2 | 1 | 8 |
| 9-12 | +5 | 2 | 11 |
| 13+ | +7 | 2 | 13 |

Holy Spells

| Level | 1 | 2 | 3 | 4 | 5 |
|-------|---|---|---|---|---|
| 1-2 | 1 | | | | |
| 3-4 | 2 | 1 | | | |
| 5-6 | 2 | 2 | 1 | | |
| 7-8 | 2 | 2 | 2 | 1 | |
| 9-10 | 3 | 3 | 3 | 2 | 1 |

The Wizard & The Warlock

- Hit Die per Level: d4, max at 11th

| Level | Atk Bonus | Attacks | Spell Save |
|-------|-----------|---------|------------|
| 1-5 | +0 | 1 | 5 |
| 6-10 | +2 | 1 | 8 |
| 11-15 | +5 | 1 | 12 |
| 16+ | +7 | 1 | 17 |

Magical Spells

| Level | 1 | 2 | 3 | 4 | 5 | 6 |
|-------|---|---|---|---|---|---|
| 1-2 | 2 | | | | | |
| 3-4 | 4 | 2 | | | | |
| 5-6 | 4 | 2 | 1 | | | |
| 7-8 | 4 | 3 | 2 | 1 | | |
| 9-10 | 4 | 4 | 3 | 3 | 1 | |
| 11-12 | 5 | 4 | 4 | 4 | 3 | 1 |
| 13-14 | 5 | 5 | 5 | 4 | 4 | 3 |
| 15-16 | 5 | 5 | 5 | 5 | 5 | 5 |

Familiars & Demons

- Familiars are willing to follow commands, but are not willing to cause harm
- Demons ignore direct commands unless they cause havoc.

| Caster Level | Familiar Traits | Demon Traits |
|--------------|--|--------------------------------------|
| 1 | May follow simple commands | May cause distractions & disruptions |
| 2 | Understands intelligent commands | May cause minor destruction or harm |
| 3 - 4 | May communicate via telepathy | May communicate via telepathy |
| 5 - 6 | 1/day, may be a source of clairaudience or clairvoyance | |

The Vagabond & The Brigand

- Hit Die per level: d4, max at 10th
- Back stab: when silent and behind an enemy, +4 to attack and damage is modified by a multiplier.

| Level | Atk Bonus | Attacks | Spell Save | Back Stab Damage |
|-------|-----------|---------|------------|------------------|
| 1-4 | +0 | 1 | 5 | Double Damage |
| 5-8 | +2 | 1 | 7 | Triple Damage |
| 9-12 | +5 | 2 | 10 | Quad Damage |
| 13+ | +7 | 2 | 12 | 5x Damage |

Thief Skills

- Always 1d10, success is on equal to or lower
- Thieves may climb any vertical surface and succeed on a 9 in 10.
- At higher levels, when skills reach 10, there is still a chance of failure; DM rolls 1d20, on a 1 the thief fails.
- Other classes may attempt these types of tasks but succeed on a 1 in 6, unless your DM rules otherwise.

| Level | Locks & Traps | Pickpocket | Move Silently | Hide | Listen |
|-------|---------------|------------|---------------|------|--------|
| 1-2 | 2 | 3 | 3 | 2 | 3 |
| 3-4 | 3 | 4 | 4 | 3 | 5 |
| 5-6 | 5 | 5 | 5 | 4 | 5 |
| 7-8 | 6 | 7 | 7 | 6 | 6 |
| 9-10 | 8 | 8 | 9 | 8 | 6 |
| 11-12 | 9 | 9 | 10 | 9 | 8 |
| 13+ | 10 | 10 | 10 | 10 | 8 |

The Noble & The Outcast

The Soothsayer & The Mysitc

Equipment

Weaponry

1 Handed Weapons - Allow for the wielding of shields

Combat

Combat is side versus side, not individual.

Order of Combat

For each step, one side performs thier actions and then the other.

1. Initiative: Player side rolls 1d6, on a 1-3 they go first, on a 4-6 DM goes first.
2. Movement,
 - Any character not in **melee** may move up to their maximum movement.
 - Characters in melee may move backwards defensively or fully retreat
3. Missile weapons, bows & cross bows are fired.
4. Melee, those in melee may attack.
5. Spells are cast

Options in Melee

- Attack, roll 2d6 to hit either a humanoid or monster
- Parry, roll 2d6 to attempt defense
- Retreat, no attacks full movement, enemies gain +2 to attacks against you.

2d6 Combat

1. Determine your target, if you are parrying or attacking, then roll 2d6
2. apply either modifiers from the humanois Weapons v. armor table or the monster natural armor table
3. Sum the total then review the following table

| Rolls | Versus Humanoids | Versus Monsters | Parry Action |
|---------|---------------------|---------------------|---------------------------------|
| 2 | fumble | fumble | failure / miss |
| 3 to 7 | miss | miss | deflect 1 attack, 1/2 damage |
| 8 to 10 | hit | hit | deflect 1 attack, all damage |
| 11 | hit or trip* | hit or disable limb | deal 1 damage |
| 12 | double damage | double damage | deal 2 damage |

* missile weapons cannot trip

To-Hit Roll Modifier Table - Weapons Versus Armor - Humanoids

| Weapon | No Armor | Leather | Chain | Plate |
|----------|----------|---------|-------|-------|
| 1h sharp | +2 | +1 | 0 | -3* |
| 1h blunt | +2 | +1 | +1 | +2 |
| 2 handed | +2 | +2 | +2 | +2 |
| Pole** | +2 | +2 | +1 | 0 |

* if enemy is prone, +5

** can be braced against charging enemies for double damage

Vs. Monsters

Against monsters with natural armor, use this translation

| AC | Mod |
|--------|-----|
| 19, 20 | -5 |
| 17, 18 | -4 |
| 15, 16 | -3 |
| 13, 14 | -2 |
| 11, 12 | -1 |
| 9, 10 | 0 |

2d6 casting in combat

| Rolls | Casting Effect |
|--------|---------------------------|
| 2 | spell fails |
| 3, 4 | effects delayed by 1 turn |
| 5 to 9 | normal |
| 10, 11 | improved |
| 12 | cast, but not forgotten |

Optional Combat Rules

sacrifices to death table limb shield helm armor life

how did thoust die 2 to 12, bonues for next character heroerically, villanously

Hirelings