

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 & Saving Throws

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

Strength - Physical power and health
Dexterity - Agility and quickness
Insight - Intelligence and wisdom
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 - 9
10 - 12
13 - 15	+1	..
16	+1	+1
17	+2	+2
18	+2	+3

Dexterity

- Attack and Damage bonuses only apply to **Ranged** attacks.

Dexterity	Attack Bonus	Damage Bonus
3 - 4	-2	-1
5 - 6	-1	..
7 - 9
10 - 12
13 - 15	+1	..
16	+1	..
17	+2	..
18	+2	+1

Insight

- useful for spells

Insight	Casting Modifier	Max Spells / 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

Charisma

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 & Ability Checks

- 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.
- Spell saves are tied to your class and increase with experience.
- What you roll is determined by your DM.

Save / Check	Examples
Strength	
Dexterity	Doding falling rocks or breath weapons
Insight	
Charisma	
Spell	Sa

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

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

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.

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.

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
- 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	Atk Bonus	Attacks	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 Devout & The Forlorn (wayward?)

- Hit Die per level: d6, max 8th
- 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 Hunter & The Barbarian

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