

# 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 reveals 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

## 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           | ..           |

| Dexterity | Attack Bonus | Damage Bonus |
|-----------|--------------|--------------|
| 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    | Dodging 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.

## 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         |

| Level | Atk Bonus | Attacks | Spell Save |
|-------|-----------|---------|------------|
| 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 clairsaudience <b>or</b> 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

# All Classes

## 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 |

old ideas Thief Skills - d20, success is on equal to or under - 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   | 4             | 5          | 5             | 4    | 6      |
| 3-4   | 6             | 7          | 7             | 5    | 10     |
| 5-6   | 8             | 11         | 11            | 9    | 10     |
| 7-8   | 12            | 13         | 13            | 11   | 13     |
| 9-10  | 14            | 17         | 17            | 15   | 13     |
| 11-12 | 16            | 20         | 20            | 18   | 17     |
| 13+   | 18            | 20         | 20            | 19   | 20     |

# 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 4. Missile weapons, bows & cross bows are fired. 5. Melee, those in melee may attack. 6. Spells are cast

## Options in Melee

- Attack, roll 2d6 to hit either a humanoid or monster
- Parry, roll 2d6 to attempt defense

## 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 for 1/2 damage |
| 8 to 10 | hit              | hit                 | deflect 1 attack for 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

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, bonuses for next character heroerically, villanously

## Hirelings

simple black ideas NEW NAME - HACKED TO DEATH to be named Death?  
into the odd and black hack, hacked for bx main point, hirelings matter

four stats, dex str wil, and cha

- 3d6 dtl
- char copy 0e hirelings & loyalty base classes with defining characteristics
- 6 at level 1, roll 1d6 for other levels
- warriors get attacks per 0e
- wizards get 0e powerful spells
- need to improve rogues attack roll determines damage, 10+

saving throw matrix 0e page 20 bk1

combat hacks:

- shields may be splintered
- critical hit tables (combat only)
- critical fumbles
- relics of violence, 17+ hits to players cause these scars and etc

1 crit fumble 2 - 9 miss 10, 11 1dmg per die — glancing blow! 12-15 norm 16-19  
size up 20+ double norm dice

no advantage, explicitly none, not allowed, too good.

death and dismemberment carousing

wilderness adventure rules underworld adventure rules

hirelings and mercs tables

- unique characteristics
- paths for evolving

- chances for greater loyalty, chances to backstab
  - chaos scales with more hirelings
- maybe in combat, to simplify, they have to act in coordination, as a squad
  - every 3 hirelines works together, but if you have 4 then 1 can do whatever
  - each hireling in a squad raises up the damage die, starting at d6. so 3 hirelings is a d12 attack roll
- outside of combat they can each do things as ordered
- your cha maxes out how many hirelings you can get, but you can always have one low grade hireling that levels up

strongholds

per caster one page of spells, one page page of deviations, abominations, and deviltry use 0e spells when possible

tables for inspiration

2d6 combat

|         |           |
|---------|-----------|
| weap    | n l c p   |
| dagger  | 6 7 9 12  |
| mace    | 8 8 8 7   |
| sword   | 7 8 8 10  |
| b axe   | 8 8 7 9   |
| m star  | 6 6 6 6   |
| flail   | 7 7 6 6   |
| spear   | 8 8 10 11 |
| p arm   | 6 6 7 9   |
| halbrd  | 8 8 6 7   |
| 2h swrd | 6 6 5 6   |

|       |                  |
|-------|------------------|
| 5s 1  | +3               |
| 6s 13 | (most are 2h) +2 |
| 7s 9  | + 1              |
| 8s 11 | 0                |
| 9s 3  | -1               |
| 10+ 4 | -2,3,4           |

Weapon versus armor Attack Roll Modifiers 12 0s, 21 +s, 4 negs

|        |          |             |              |             |  |
|--------|----------|-------------|--------------|-------------|--|
| Weapon | No armor | Light Armor | Medium Armor | Heavy Armor |  |
| ---    | ---      | ---         | ---          | ---         |  |

|         |    |    |    |    |  |
|---------|----|----|----|----|--|
| dagger  | +2 | +1 | -1 | -4 |  |
| mace    | 0  | 0  | 0  | +1 |  |
| sword   | +1 | 0  | 0  | -2 |  |
| b axe   | 0  | 0  | +1 | -1 |  |
| m star  | +2 | +2 | +2 | +2 |  |
| flail   | +1 | +1 | +1 | +2 |  |
| spear   | 0  | 0  | -2 | -3 |  |
| p arm   | +2 | +2 | 0  | -1 |  |
| halbrd  | 0  | 0  | +2 | +1 |  |
| 2h swrd | +2 | +2 | +3 | +2 |  |

2d6 combat to hit roll | Rolls | Versus Humanoids | Versus Monsters | Parry  
Action | 2 | fumble | fumble | failure / miss | 3 to 7 | miss | miss | deflect 1 attack  
for 1/2 damage | 8 to 10 | hit | hit | deflect 1 attack for all damage | 11 | hit or  
trip | hit or disable limb | deal 1 damage | 12 | double damage | double damage  
| deal 2 damage |

2d6 casting in combat | Rolls | Casting Effect | 2 | spell fails | 3, 4 | delayed by  
1 turn | 5 to 9 | normal | 10, 11 | improved | 12 | cast, but not forgotten |

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

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 |

## Damage and Effect Table

| Roll    | Attack      | Example | Parry |
|---------|-------------|---------|-------|
| 19 - 20 | Double Dice | 2d6     |       |
| 17 - 18 | Size Up     | 1d8     |       |
| 13 - 16 | Normal      | 1d6     |       |
| 12      | Size Down   | 1d6     |       |
| 11      | 1 Damage    | 1d4     |       |
| 1 - 10  | Miss        | 0       |       |

Description | Dmg Neg | Ascend | Descend | Attacker Mod  
No Armor or Shield | 0 | 10 | 9 | +2

Shield Only | -1 | 11 | 8 | +1  
 Leather Armor | -1 | 12 | 7 | 0  
 Leather & Shield | -2 | 13 | 6 | -1  
 Chain Mail | -2 | 14 | 5 | -2  
 Chain Mail & Shield | -3 | 15 | 4 | -3  
 Plate Armor | -3 | 16 | 3 | -4  
 Plate Armor & Shield | -4 | 17 | 2 | -5

No armor, attacker +2 Leather Armor, attacker +0 Chain Mail, Attacker -2 Plate Armor, Attacker -4

true 1h are fast, they roll before non true 1h weapons Shields only let you use 1h weapons, which are 1d6 weapons versatile 2h weapons are 1d8 true 2h are 1d10, they are slow, roll after other weapons

## Combat against Monsters

- If player characters outnumber a non-humanoid monster, they may attack its appendages.
- Monsters are not humanoid and often fight with “natural” weapons.
- You may optionally attack a monsters means of attack, such as a bear’s claw
- Using the monsters HD stat, if players target say the “bear’s claw” and make *that many* successful attacks, it drops its damage die by 1 size.