# 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

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 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 - 9 | .. | .. |
| 10 - 12 | .. | .. |
| 13 - 15 | +1 | .. |
| 16 | +1 | +1 |
| 17 | +2 | +2 |
| 18 | +2 | +3 |

## Insight

* useful for spells
* spells cast during an encounter require a roll, use the below modifier per your score.
* There is a limit to level of spell that can be cast & how many spells per level.

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

## 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 |

## Constitution

* Health and Body

| Insight | Hit Dice Bonus |  |
| --- | --- | --- |
| 3 - 6 | -1 | 3 |
| 7 - 10 | .. | 6 |
| 11 - 12 | .. | 8 |
| 13 - 14 | .. | 10 |
| 15 - 16 | +1 | All |
| 17 | +2 | All |
| 18 | +3 | 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.
* 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 | ressurection 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 personailty.
* 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

## emobdiements of alignment

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

## 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

* Niether 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 initative, 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 & undergound 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 poisonus.
* 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.

# Backgrounds

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

| Roll | Human | Elf | Dwarf | Halfling | Lizardfolk | Beastfolk | Mushroomfolk |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 | Goldmsith | 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 |  |  |  |

| Roll | Lizardfolk | Beastfolk | Mushroomfolk |
| --- | --- | --- | --- |
| 1 | Hunter | Hunter | Farmer |

# 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 modifer 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 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 modifed 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 modifers 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 |

\* missle 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