

Free Questing

Introduction

I am of the firm opinion that the whole point of playing a game is to have fun.

Which is why I do not enjoy D&D; the system is unnecessarily complicated, the rules weirdly strict, and the logic bizarre: you spend more time figuring out how to do an action than actually playing the game!

So I made this RPG; not a set of rules for every occasion, rather a simple set of basic rules you can use to play a fun quick game. The rules are supposed to help you have fun, not prevent it, so feel free to modify anything you don't like; invent house rules, do whatever you like, just so long as you have fun doing it.

Good luck!

~Jochannon

What is an RPG?

If you are unfamiliar with the term, it stands for Role Playing Game: it is a game where you, the player, take the role of a particular character, called a Player Character, or PC, and play them through various adventures.

As well as the regular players, there is a special player called the Game Master, or GM; it is the GM's job to put together the adventure that the player's characters must go through: the GM also adjudicates on player disputes, interprets the rules, and plays the part of various characters they meet on their adventures, including, but not limited to, the villains and their minions.

Dice

The only dice you will need are simple, common, 6-sided dice: regular ol' cubes.

Attributes and skills have numbers attached to them which tell you how many dice you have 'in' them: when performing an action, you first figure out all the skills and attributes that apply, combine the numbers to find out how large your Dice Pool is; that is the number of dice you roll to see if you can perform that action: roll high enough, and you succeed.

Every die may be metaphorically divided into four 'points'; each point adds 1 to a die roll (presuming there are other full dice being rolled); you can never have more than +3 on a die roll: if there are four or more points in a Dice Pool, remove the points and replace them with a die. Note this has no effect on the character's abilities or skills.

Example: when making a die roll, John finds that he has five dice and nine points in his Dice Pool: he removes eight of them and replaces them with two dice, making his roll 7 dice plus 1 to the roll, or $7d+1$ in gamers' parlance.

Attributes

Each character starts with eighteen dice to be divided any way you choose among the attributes(that means 72 points, but remember when four points are present they must be replaced with a complete die).

There are six basic Attributes:

Str = Strength, the character's physical strength.

Dex = Dexterity, how agile the character is: also represents how well your character can control his movements.

Con = Constitution, represents how tough the character is, how well he can keep on after taking damage; represents not only physical toughness, but also mental force and determination.

Int = Intelligence, how clever your character is.

Cha = Charisma, how attractive your character is to other people; how well he gets along, how well he can

Per = Perception, how good your character is at noticing details of what's around him and remembering them.

Some races have limits on how many or how few dice you can put in a particular attribute.

Example: John, a player, decides to make an Elven character named Karen Amyrilla; he looks up Elves and find that he has to put at least two dice in Dex, and no more then three in Con; he decides to put 2d in Str, 3d in Dex, 3d in Con, he divides one die into four points and puts 2d+2 in Int, 3d+2 in Cha, and 4d in Per.

Attributes can also be used to help you figure out the personality of a character: for instance, John decides that Karen's high Per means she is very attentive and clear-headed, while her low Str, Con, and high Cha means that she is not very tough, but she is pretty, and that she prefers talking to fighting.

Actions

There are three kinds of actions: Normal, Difficult, and Opposed, which will be either Instant or Extended actions.

Instant actions: drawing a knife, nocking an arrow, throwing a rock; these are the things you can do without a moment's thought.

Extended actions: rolling up a carpet, loading a wagon, these take time to accomplish.

Normal actions are those you do without any sort of trouble: eating a meal, lighting a lamp, cleaning your sword: unless there is some chance of failure, or someone is trying to stop you, you never roll any dice to perform these actions: success is automatic.

Difficult actions are those where there is some chance of failure: kicking open a door, picking a lock, tracking someone through a forest; the Game Master picks a Difficulty Number, representing how difficult the task is: the player then totals his dice pool and tries to match or exceed that number; if he does, he succeeds.

Example Difficulty Numbers:

Easy 1-10

Not hard 11-20

Hard 21-30

Very hard 31-40

Heroic 41+

Example: Karen Amyrilla has to pull someone out of the river: not an Opposed action, but the river is very strong, so not a Normal action either; a Difficult action. The GM decides it's Hard, and assigns a Difficulty Number of 28. To pull someone out of the water obviously needs strength, but in the water, everything is slippery, so the GM decides she can use her Dex number as well: Karen Amyrilla has 2d in Str; and 3d in Dex; there are no skills for pulling someone out of a river; so she just rolls her five attribute dice.

An Opposed action is when two characters are attempting to do two things in opposition to each other; they total their Dice Pools, then roll: the one who rolls higher, succeeds.

Example: Karen Amyrilla is trying to push a door open, while a Goblin is trying to keep it closed; they both use their Str number: Karen and the Goblin roll: she gets an 8, the Goblin gets a 6: Karen succeeds in forcing the door open.

Note that if one character rolls only slightly higher than the other, their success may be limited: for example, the GM may rule that Karen only succeeds in opening the door part way; they'll have to roll again to see if she can open it fully.

Note also that if an Opposed roll is an extended action, the GM may require the opposing characters to roll at every stage of the action.

Skills

Attributes are a character's basic abilities: skills are what your character has to learn to do.

When starting a character, you have 30 dice to divide among the various skills available to your character: depending on your character's class, he/she will be able to pick from various different kinds of skills:

Weapon skills:

Weapon skills represent the training and/or experience in using a particular type of weaponry or equipment.

Swords, Spears, Bows, Axes, Knives, Thrown Weapons, Blunt Instruments, Shields, Armor, Complex Weapon(any type).

For further information on weapon types, see the 'Weapons' chapter.

Trade Skills:

Appraise, Craft, Craft Device, Carpentry, Metal Working, Masonry,

Some of these skills may seem unnecessary to an adventurer, but think about it: if you're looking for a secret door in a dungeon, someone skilled at working stone will know what to look for: a carpenter can use his expertise to find the best place to hit a door to make it break open; think outside the box.

Sage Skills:

Alchemy, Decipher Script, Concentration, Heal, Speak Language, Reading & Writing

Sage Skills are the sort of skills needed by sages, scholars and wise men.

Criminal Arts:

Escape Artist, Move Silently, Read Lips, Pick Locks, Disable Device, Forgery, Hide,

Physical Skills:

Balance, Climb, Jump, Swim, Tumble, Use Rope,

Social Skills:

Bluff, Innuendo, Perform, Sense Motive, Diplomacy, Disguise, Gather Information, Intimidate, Empathy

Field Skills

Ride, Handle Animal, Intuit Direction, Track, Wilderness Lore,

Perception Skills:

Listen, Read Lips, Search, Spot,

Using Skills:

Skills are applied to tasks exactly the same as Attributes.

For instance, if Karen Amyrilla is fighting with a sword against a Goblin soldier, she needs to use her strength(2d) to deal damage, but it isn't enough just to swing a sword like a baseball bat; you also have to know where its going, so she must also use her dexterity(3d); She also has three dice in her Swords skill, so she totals her Str (2d), Dex(3), and Swords skill(2d); she rolls seven dice, and gets a roll of 21; the Goblin rolls 17, and Karen wins that turn of combat.

Alphabetical list of skills

Each skill; following the name is the attribute(s) that usually apply to the tasks you use the skill for, then an in-depth explanation of the skill and what it is used for.

ALCHEMY Int

Alchemy denotes experience in identifying and using various odd substances: the Alchemy skill may be used to identify strange substances, mix potions, make poisons, etc.

APPRAISE Int+Per

A character can use the Appraise skill to inspect a piece of equipment to make sure he's not buying a piece of crap that will fall apart the moment you leave the shop; can also be used to identify strange objects and what they do, or to figure out what treasure is worth.

ARMOR Special

Every time you put one whole die into this skill, your character becomes familiar in wearing and using a particular kind of armor; if your character wears armor for which he lacks the skill, certain penalties will apply(see the Equipment section for more details).

AXES Str+Dex

When using any sort of axe in close combat, add all your skill dice to the combat roll; does not include the use of throwing axes in ranged combat.

BALANCE Dex

You are particularly good at keeping your balance in difficult situations: on ice, walking a tightrope, fighting at the edge of a cliff, etc.

BLUFF Cha

Talking your way out of a tight spot, convincing the guard that you are on the Kings Business; making the Elven bandits think you are a mighty and dangerous foe: to do these things, you roll Bluff.

BLUNT INSTRUMENTS Str+Dex

Just what it say; covers the use of Clubs, Hammers, Quarterstaves, saps, etc.

BOWS Dex+Per

Bows is the skill you apply when using any kind of bow except crossbows.

CARPENTRY Int+Str

Building and taking apart things of wood; can be used to judge where the weak points are in a wooden door or wall,

CLIMB Str+Dex

Just what it sounds like: climbing a wall, a tree, whatever.

COMPLEX WEAPONS(any type) Special

These are weapons that are very complicated, or require special training to use; these are usually rare or difficult to use weapons such as Whips, Nets, and Nunchuks.

Every time you take this skill, you gain one die in using a particular Complex Weapon; you may choose any Complex Weapon, but they do not stack.

Example: John decides to buy two Skill Dice in Complex Weapons for Karen: he puts one die in using Nunchuks, and one in Whips; though both dice were spent on the same skill, they only apply to their particular weapon, so when using either Nunchuks or a Whip, Karen would get only one Skill Die.

CONCENTRATION Int+Con

The ability to concentrate, to tune out all distractions, can be very important; to pick a lock, cast a spell in the middle of combat, or decipher an ancient scroll while other people are acting like idiots.

CRAFT Special

A catch-all category for any number of crafts that probably will not be needed while adventuring(i.e. weaving, spinning, soap-making, rope-making); when taking this skill, please indicate in writing exactly what sort of craft your character is skilled in.

CRAFT DEVICE Int

Making a watch, a complicated trap, a mechanical toy; that's what this is for.

DECIPHER SCRIPT Int+Per

Deciphering an ancient scroll, understanding a panicked scrawl for help, deciphering ancient hieroglyphics; the talents gained with this skill could also be put to use detecting forgeries.

DIPLOMACY Cha+Int

Mediating between two warring parties is what this skill is for: convincing an angry landlord to give you another day to come with the rent money is another good use for it.

DISABLE DEVICE Per+Dex

A talent for taking apart mechanical traps, jamming a door latch, or other such mechanical mischief.

DISGUISE Cha

Just what it sounds like; when trying to find someone disguised, roll an Opposed Action using either Spot or Sense Motive(the latter only when you can talk to him).

ESCAPE ARTIST Dex

Escaping handcuffs, untying a rope with your toes; any time you need to get out of bonds or slip through a small opening, you use this skill.

EMPATHY Cha+Per

Convince a wild dog to let you pet him, convince a heart-broken guard you share his pain, and get him to let you out of the cell: Empathy is a measure of how well you can identify with other creatures, and how well you can get them to identify with you.

FORGERY Int

Creating false papers, making bank notes, making yourself a kings commission; these are all excellent uses for a forger's skills: you can also use this skill to detect a forgery made by someone else.

GATHER INFORMATION, Cha+Per

Idly chatting with people in the street, you can hear gossip on the local nobility, trouble with the nearby Goblin tribe, who to go to to get the best equipment in town- it is limited though, by what information is available: people in the street are hardly likely to know the secret entrance to the evil Baron's dark fortress.

HANDLE ANIMAL Cha+Dex

Breaking a wild horse, training a dog; its pretty much what it sounds like.

HEAL Int+Per

Knowing the proper use of bandages, how to splint a broken bone, what a medicine is for. Heal has two uses: when a character has fallen unconscious and is dying from damage, a character can make a Heal check to stop him dying (a Difficult Action; Hard or Very Hard).; if the check succeeds, the injured character will remain stable for the rest of the combat, unless attacked again.

When a character is recovering damage, another character with heal may 'lend' his Heal dice to the recovering character's Con dice when determining the number of damage points healed.

HIDE Per+Int

How good you are at hiding yourself, or hiding objects, like buried treasure. Roll an Opposed Action to the other guy's Search or Spot skill.

INNUENDO Int+Per

Reading between the lines to reach the real information:

Paaie Elisaid reads a proclamation from the prince, but she thinks there might be more to it that is plainly said, so she makes an Innuendo check to 'read between the lines' and see if there might be more to it.

Innuendo can also be an Opposed check; used to pass valuable information to a friend:

Karen Amyrilla is talking with Paaie, but a guard is listening to them: Karen wants to tell Paaie a secret, so she sets a Difficulty number: this is the minimum number someone will have to roll on an Innuendo check to understand what she means. Since Paaie knows her well, she gets a +1d on the check; the guard, who doesn't, doesn't.

INTIMIDATE Str+Cha

“You lookin' at me, pal?” You all know what it means. Used to scare people away, convince them to tell you what you want to know. Be warned; if you go around intimidating people, the authorities might take a dim view of it.

INTUIT DIRECTION Per+Int

How good are you at finding your way? Could you find the spot where you buried your treasure? In an unfamiliar city? Roll this skill to find your way; fail, and you get lost.

JUMP Str+Dex

Just what it sounds like: jumping up to the window of the Sorcerer's tower, leaping over the chasm, jumping down from the hayloft when you hear her father coming with a crossbow; whatever.

KNIVES Dex+Per

The skillful use of knives in close combat: includes kitchen knives, Daggers, Dirks, Kukri, bayonets, whatever; does not include the use of throwing knives in ranged combat.

LISTEN Per

Hearing the person breathing behind the spyhole, following the echoes in an underground maze, eavesdropping on the villains, finding the invisible demon to whack it with a sword; anytime you need to do something with your ears, use this skill.

MASONRY Int

The character has worked with stonework: he knows how to build things with stone, and how to take stone things apart.

Not a very adventurer-y skill, but you can use this skill when you have to do anything involving stone: for instance, if you're searching for a hidden door in a stone chamber, then you can apply your skill points to the search.

METAL WORKING Int

Bending a bit of metal into a ring, fixing a chink in your armor; can be very handy.

MOVE SILENTLY Dex+Per

Sneaking past or up on anybody; roll an Opposed Action against the other guy's Listen skill.

PERFORM Cha

Acting, telling jokes, it means what it says.

PICK LOCKS Per+Dex

A Difficult Action: Difficulty varies on the quality of lock.

READ LIPS Per

Telling what someone is saying just by how their lips move; can be very difficult in a world where not everybody even has lips! Usually a Difficult Action (Hard or Very Hard).

READING & WRITING Special/Int(see description)

Literacy is hardly universal: in fact, many if not most people in the world go their whole lives without learning to read and write; every time you put a point in this skill, you gain literacy in a particular language; if you put less than a whole die in any language, that means you're still learning, and could have difficulty with complicated writing: if you do, roll Int+Skill Points to see if you can understand it.

Note you can never have Reading & Writing in any language you can't speak.

RIDE Dex+Con

Riding a calm horse along a gentle trail generally is a Normal Action, but jumping a fence, fighting from horseback, riding a half-trained horse, or something likewise difficult would require a roll.

SENSE MOTIVE Per+Int

Telling when someone is hiding something, lying; roll an Opposed Action to the other guy's Bluff skill.

SEARCH

Trying to find something amongst a clutter; a spot of displaced earth in the middle of a clearing, the stolen will in a jumble of papers on someone's desk, the hidden latch of the secret door; when trying to find somebody, roll an Opposed Action to the other guy's Hide skill.

SHIELDS Special

Your character does not need to have this skill to use a shield, but if you use a shield unskilled you get a -1 penalty on all attack rolls. If you buy more Skill Dice, certain benefits apply:

Unskilled: -1 attack penalty

1 Skill Die: no penalty

2 Skill Dice: +1 damage reduction

3 Skill Dice: +2 damage reduction

4 Skill Dice: +3 damage reduction

5 Skill Dice: character may decide in a combat turn to use the shield as a weapon, using his Shield skill dice for the attack roll.

SPEAK LANGUAGE Special

Every character starts the game knowing his native language and Common: every time you take this skill, the character gains fluency in another language; if you put less than a whole die in any language, that means you're still learning, and could have difficulty with complicated speech: if you do, roll Int+Skill Points to see if you can understand it.

SPEARS Str+Dex

The character knows how to use all sorts of spears in close combat: does not apply to javelins or thrown spears.

SPOT Per

Seeing something far away, spotting the bit of dust under the windowsill, catching a flash of light on the sword held by the Ork that's about to ambush you.

SWIM Dex+Con

Pretty self-explanatory; in calm water, lightly loaded, you can pretty much take a Normal Action; in choppy water or wearing armor, can be Hard, Very Hard, or even Heroic.

SWORDS Str+Dex

Covers the use of any sword in combat.

THROWN WEAPONS Dex

Throwing Knives, Darts, Throwing Axes, Javelins, Shuriken; they seem very different, but using them requires the same instincts, the same muscle groups, and so someone who is proficient in using throwing knives will generally have little difficulty in using throwing axes.

Tumble Dex

A fairly specialized skill, it basically means how well you move when not walking, such as how well you land after falling off the high wire.

Track Per

Just what it says: anytime you're trying to follow somebody you can't see.

Use Rope Dex

Tying a thief up for the constables to find, anchoring a rope on a pillar so you can climb down to the treasure chest, lassoing a fleeing villain; use this skill.

Wilderness Lore Con+Per

Represents how comfortable you are in the wilderness: can you find edible plants and fresh water, locate game trails, find shelter.

Making an unskilled check:

If you have to perform an action, but you do not have any skill dice, just use the relevant Attribute dice; depending on the action, the GM may give a penalty.

Combat

Obviously, adventurers will see a lot of combat: whether facing an evil dragon terrorizing a village, or descending into a dungeon searching for treasure, the adventurers will encounter numerous creatures ill-disposed toward them: some can be talked to, but others can't.

Rounds

Combat takes place in rounds: in each round, each combatant gets a chance to act.

Determining turns.

In the first round of combat, each combatant rolls Per + Dex to determine initiative and decide who acts in which order; highest roller first, second-highest second, and so on, but any combatant may decide to take his turn later in the round. For instance, if Karen is fighting a pair of Goblins, and she rolls initiative highest, she could decide to go after one of the Goblins, to see what he'll do, but before the other.

Special: if a character or group of characters ambush another character or group, the ambusher(s), and ambushee(s) with the Combat Reflexes Ability, are the only ones who may take any actions in the first round.

TURN ORDER

1: Declare Action:

At the start of a Round, each Combatant has the chance to declare an Instant action; nocking an arrow, or drawing a knife, or to declare defensive actions: these may be Instant actions as well, such as 'jumping away from the Goblin with a sword'; but may also be extended actions, such as running behind a pillar; if an extended action, it precludes fighting in this turn.

A defensive action will usually give a character an extra +1d to their defense, but depending on circumstances, it may give some other benefit: if a character ducks behind a pillar, it may not help her defend herself in hand-to-hand combat, but it may make it impossible for enemy archers to hit her with arrows.

2: Combatants declare targets:

By initiative order, each combatant declares which enemy he is going to attack(if he can).

Resolve attacks in order of initiative: each attacker and defender roll their combat dice pools: if the defender wins, the attacker fails to strike, but if the attacker wins, the defender receives damage points equal to the number he beat the defender's roll by.

If an attack succeeds, the defender calculates damage reduction(from armor, magical effects, etc.) and immediately rolls Con: if the Con roll is lower than the the damage inflicted, he is stunned, and loses his next turn.

Example: Karen Amyrilla is fighting with a sword against a pair of Goblin soldiers; she gains initiative, but decides to wait, and go after one of the Goblins, to see what he'll do, but before the other.

The first Goblin make an instant action to move aside, while Karen makes defensive action to brace herself for the attack; the second Goblin declines to make any action, preferring just to attack.

The first Goblin attacks Karen: he rolls his dice pool and gets an 18; Karen has a Dice Pool of seven(Str (2d), Dex(3), and Swords skill(2d)), but due to preparing herself, she gets an extra die, making her Dice Pool eight; she rolls, and gets a 25; the Goblin's attack fails.

Karen's turn: she decides to attack the second Goblin: she rolls a 21, he gets a 7: the Goblin is injured; a sword adds +1d to the damage, so John rolls 1d and gets a 3, making 24; the Goblin had rolled a 7, leaving 17 damage; because of the armor he's wearing the Goblin has damage reduction 2, so he takes 15 damage and rolls his Con: he rolls an 11, and so is stunned, and loses his next turn.

The second Goblin is stunned, so he loses his turn and it is the end of the Round.

3: note and keep track of how much damage each combatant has taken; in this case, the second Goblin has taken 15 damage points: if ever a character's damage points amount to more than his total Con score, the character falls unconscious, and will die unless another character makes a successful Heal roll quickly.

Special: if a character is using a Blunt Instrument(club, quarterstaff, etc.) he may choose to merely knock an opponent unconscious rather than kill him.

4: Start the second round, using the same initiative order.

MULTIPLE ATTACKS

Rather than making one attack on one enemy in one turn, you may take your attack Dice Pool, and divide it into two or more piles to make two attacks; as a penalty to dividing your attention however, you must remove one die from the second pool before rolling.

Example: Karen is still fighting the Goblins: both Goblins are seriously injured, so John thinks he can kill both of them in the same turn: He divides his attack Dice Pool of seven into two piles of three and four: he rolls his attack on the first Goblin with the three dice,; after resolving that attack, he removes one die from the second pile leaving three, and rolls the second attack.

TWO-WEAPON FIGHTING

If you are fighting with a weapon in both hands, you may make two attacks without the penalty of

removing a die from the second pile; you must indicate which weapon is in your offhand: if your Dice Pool is divided unevenly, your off-hand weapon must have the small pile.

If fighting with two different kinds of weapons -for instance, a sword in your main hand and an axe in your off-hand- then you always use the skill for your main weapon; never use the off-weapon's skill, unless you have the Two-Weapon fighting Ability.

RANGED COMBAT

Ranged Combat is slightly different from hand-to-hand: you roll your attack like normal, using the appropriate Skills and Attributes, but the defender will always roll Dex+Per; this represents the defender ducking and dodging, trying to make himself a difficult target; if the defending character has a shield, he may also apply any Shield Skill dice to the roll.

If a ranged attack hits, roll strength again to see what damage is done: some weapons add to the damage roll.

Note that a character making a ranged attack while moving suffers a -1d penalty to their Dice Pool.

RECOVERY OF DAMAGE

A wounded character will heal with time: after a good night's sleep, remove a number of damage points equal to 8+ the number of Con dice; after a day without any strenuous activity, heal another 2(the exact definition of 'strenuous' should be defined the GM).

DEFEND OTHER

A character may decide to defend another character; for instance, if one character is heavily injured, his friend can deliberately put himself between his friend and the enemy; if he does, he gets a -1 to his defense rolls for every enemy above one who attacks him.

Example: Karen is adventuring in a dungeon with two other characters, Anais and Paaie; in a fight with some Jakaali, Paaie is heavily injured, so Anais decides to defend her; until the next Combat Turn, all attacks that would be directed at Paaie are instead rolled against Anais; two Jakaali attack her; since she is in a difficult position, having to defend herself and another person, Anais gets a -1d on her Defense rolls for as long as she is defending Paaie. Should a third Jakaali join them, she will be even more disadvantaged, and suffer a -2d on her Defense rolls.

HEAL CHECKS IN COMBAT

When a character's damage points exceed his total Con score, he falls to the ground, dying; obviously he can't protect himself while he's doing that, which is why folks usually adventure in groups, to protect each other.

While it would be easier to wait to make Heal Checks 'til after the fight, obviously you can't depend on

it waiting; you might lose the fight and have to run, or the fight could drag on too long and your friend would bleed to death, so you will have to make Heal checks in the middle of combat.

A Heal Check in combat takes one round(long enough to slap a bandage on what's bleeding) but you cannot make a Heal Check and defend yourself, or make any attacks; a character making a Heal Check needs the enemy kept away while doing so; either by driving the enemy to the other end of the room and fighting them there, or by someone Defending the Healer and patient.

MAGIC IN COMBAT

Mages may use spells in combat, but due to the confused nature of it, a mage will always suffer a -1d penalty when doing so.

CHOOSE TARGET

You may choose to target a specific part of your enemy to avoid striking armor, to do particular damage, or perhaps strike the enemy's weapon to knock it out of his hand; if you Choose Target, you suffer a -1d penalty for attacking limbs or weapons, or -2d penalty for striking the torso or head.

If you strike the torso or head, it is a critical hit; add +2d to damage.

SHIELDS

If you have a shield equipped, you may add any shield skill dice to your combat dice pool when defending from an enemy attack.

Experience

For every enemy beaten, you receive a certain number of experience points (XP):

Every foot soldier beaten: 50-100(these are the Goombas, the thugs and henchmen of the actual villains).

Every minor villain beaten: 300-600(these are the minor bosses: the local Goblin chief, the corrupt sergeant of the guard; you'll find these guys directing the foot soldiers)

Every major villain beaten: 1,000-10,000(Like Bowser or Wario: the big bad guy; the mastermind behind the evil plot; you won't reach this guy till after you've fought through a whole lot of his henchmen).

The exact number depends on the particular enemy beaten.

At the end of an adventure, total the number and types of enemies beaten, and calculate the number of experience points gained.

Levels

All characters start at level 1: as you gain experience, you will 'level up' to higher levels, which in turn allows you to increase your character's skills and abilities.

Every time your character gains a level, he receives five Character Points; each Character Point (CP) can be used to add one point to one Attribute, or to add one die to one skill; so each CP is equivalent to one Attribute point, or four Skill Points.

You can only use up to two CPs per level to increase attribute(s) every time you level up.

In addition, depending on your class, as you level up, you may receive other 'power ups.'

It takes 1,000 XP to reach level 2: Every time you reach a new level, delete all XP gained thus far; they have been 'traded in' for the new level. Estimate the number of XP needed to level up by taking the number needed to gain the current level and add 1,000

Level 2 1,000 XP

Level 3 2,000 XP

Level 4 3,000 XP

Level 5 4,000 XP

Level 6 5,000 XP

Level 7 6,000 XP

Level 8 7,000 XP

Level 9 8,000 XP

Level 10 9,000 XP

Level 11 10,000 XP

Level 12 11,000 XP

Level 13 12,000 XP

Level 14 13,000 XP

Level 15 14,000 XP

Level 16 15,000 XP

Etc.

Example: After adventuring in the Neverending Caverns, Karen Amyrilla has defeated three Goblin foot soldiers and a minor chief: calculating the score, John finds that it is enough to put her in level 2: he decides to take one CP and spend it on increasing her Int from $3d+2$ to $3d+3$: he takes the other four and spends them on gaining $3d+2$ dice in Empathy, and add two points to Ride (in which she already has 1d, making her Ride skill $1d+2$).

Note that players may gain XP from some challenge other than combat. For instance, a Bard may claim XP for winning a music competition, a Wizard for crafting some magical object, etc.

Abilities

Something of a cross between Attributes and Skills, these are Abilities that certain characters are able to do.

You may purchase abilities with Character Points or Skill Points, either when creating a character, or when you level up.

Ambidexterity Cost: 3 CP/SP

Either by natural skill, or great practice, you are able to use either hand interchangeably: if you are using two weapons, you may choose which hand is the off-hand at the start of a combat turn.

Combat casting Cost: 4 CP/SP

Special: must be a mage to have this ability.

The mage is practiced at casting spells while in combat, and suffers no penalty for doing so.

Combat Reflexes 3 CP/SP

When ambushed, the character may roll initiative to move in the first round.

Craft arms and armour 3 CP/SP

Special: Only Artisans with dice in the Metal Working skill may have this ability.

The character may make weapons and armour(if he has access to the materials and tools needed).

Quick Attack 4 CP/SP

You may make one extra attack with one weapon at the same Dice Pool as the first time -1d

Quick Shot: 5 CP/SP

You can make multiple ranged attacks by dividing your dice pool the same way as close combat attacks.

Shoot on the run: 4 CP/SP

Your character is used to using ranged weapons while moving quickly: may make a ranged attack while moving without the normal penalty.

Two-weapons fighting 5 CP/SP

You may fight with two weapons, each with it's own Dice Pool of the appropriate Attributes and Skills, with a -1d to the off-hand weapon.

I must admit, this list feels quite incomplete; if you can think of anything, please tell me.

Classes

There are nine classes open to adventurers, they are:

Fighter
Bard
Wizard
Sorcerer
Rogue
Ranger
Artisan
Sage

(note that not all people in the world belong to one of these classes: these are just the ones that people who go adventuring normally have)

A class' Class Skills are those skills a character of that class would regularly use in the course of regular business; a character can learn his Class Skills all on his own, adding points to them or learning new ones; to learn a non-class skill you must have a teacher who is proficient in said skill; to improve a non-class skill, you must have a teacher who has more dice in said skill than you do.

CHANGING CLASSES

A Class is not some title that can be changed at will: it is an indication of exactly what your character does. Not just his job, but also how he goes about business in his daily life; certainly you can change (an Artisan could take up the sword and become a Fighter), but it is a lengthy process unique to every character. To change classes, talk it over with the GM; preferably roleplay it over time.

Once you have changed to a new class, you retain all skills you had in your old class, but any skills you have that are now not Class Skills cannot be improved on without a teacher, as normal.

Fighter

Fighters are general combatants: loyal soldiers, amoral mercenaries, or valiant paladins.

A Fighter's Class Skills are: all Weapons skills; Move Silently, Hide; Climb, Jump, Swim; Bluff, Intimidate; Ride, Handle Animal; Listen, Search, Spot.

Special: Fighter starting characters receive one extra dice in any Weapons skill, and one point in any Weapons skill every time they level up.

Bard

Minstrels and players travel the length and breadth of the known world, playing and singing for their bread, but only the very best can become Bards.

A Bard's Class Skills are: Knives, Thrown Weapons, Blunt Instruments; Appraise; Speak Language, Reading & Writing; Read Lips; Balance, Climb, Jump, Swim, Tumble, Use Rope; Bluff, Innuendo, Perform, Sense Motive, Diplomacy, Disguise, Gather Information, Empathy; Ride, Handle Animal, Intuit Direction; Listen, Read Lips, Search, Spot,

ROUSING WORDS

A Bard spends decades learning of the great deeds of the past, the great speeches, the heart-raising songs and poetry that roused people to great deeds: when a character or characters is/are performing an important task, a Bard may give voice to rousing words to comfort and encourage them, or she could wisecrack and tell stupid jokes to break the tension; either way, roll a Perform Check; if successful, all the characters in the party(who can hear) get a +1 bonus to whatever it is they have to do.

Example: Anais the Bard, and her friends, Karen and Paaie are about to fight an army of Jakaali that outnumbered them many-to-one, so she raises her voice and speaks of the great deeds of bygone time, encouraging herself and her friends to deeds of valour: in the coming fight, all three of them get a +1 bonus to all their actions.

Wizard

Wizards are mages, able to cast spells.

Wizards gain control of the winds of magic by intense study and concentration; every day, a Wizard must meditate and study to prepare to harness the winds of magic; the further along in her studies(i.e., the higher her level) the greater magic she can use.

A Wizard's Class Skills are: Knives, Blunt Instruments; Appraise, Concentration, Craft; Alchemy, Decipher Script, Concentration, Speak Language, Reading & Writing; Innuendo, Gather Information; Intuit Direction; Search, Spot,

SPELLCRAFT

Magic defines what a Wizard is: the intense study and concentration necessary to gain control of the forces of magic dominates their life. Spellcraft is a measure of how well a Wizard can observe and manipulate magic; it indicates the amount of study and concentration a Wizard has devoted solely to the use of magic.

Every day, a Wizard receives a number of Spell Dice equal to his Spellcraft score; he may expend these throughout the day to cast spells; see the MAGIC section for more details. Note that a Wizard cannot

'save' Spellcraft dice from one day to the next: any unexpended Spellcraft dice disappear when the next day begins.

Essentially, Spellcraft is a skill open only to Wizards, and may be added to with SPs and CPs as normal.

Sorcerer

Sorcerers are mages, able to cast spells. But unlike Wizards, a Sorcerer's magic comes from natural talent rather than intense study.

Knives, Blunt Instruments, Shields, Any one type of Weapon Skill; Appraise, Concentration; Heal, Speak Language, Reading & Writing; Hide; Climb, Swim, Tumble, Use Rope; Gather Information, Intimidate; Ride, Handle Animal, Intuit Direction; Listen, Search, Spot.

TALENT

Unlike Wizards, who based on their level of study are able to cast a certain number of spells every day, a Sorcerer's magical abilities are measured in terms of natural talent: how much magic can he use at once?

Every Sorcerer has an extra Attribute: 'Talent.' When a Sorcerer is created, he receives one extra Attribute Die which must be put in the Talent Attribute; this may be added to using Attribute Dice as normal.

One a Sorcerer reaches a new level, Talent may be added to using CPs like any other Attribute.

When a sorcerer attempts to cast a spell, he receives a Dice Pool equal to his Talent; he rolls all the dice, none left over; dice may not be saved. A sorcerer may attempt to cast a number of spells per day equal to the character level +5.

Rogue

Rogues are stealthy folks who use trickery and guile to make a living: private investigators to outright thieves; these folks are schooled in the criminal arts.

Knives, Thrown Weapons, Blunt Instruments; Appraise; Concentration, Heal, Speak Language, Reading & Writing; Escape Artist, Move Silently, Read Lips, Pick Locks, Disable Device, Forgery, Hide; Balance, Climb, Jump, Swim, Tumble, Use Rope; Bluff, Innuendo, Perform, Sense Motive, Diplomacy, Disguise, Gather Information, Intimidate, Empathy; Listen, Read Lips, Search, Spot,

Ranger

Hardbitten mountain guides, scouts, druids, and other outdoorsy types, Rangers are accustomed to roughing it far from civilization, and so are a boon to any adventuring party

Spears, Bows, Axes, Knives, Thrown Weapons, Shields, Armor, Complex Weapon(any type); Concentration, Craft; Heal; Move Silently, Hide; Climb, Jump, Swim; Diplomacy, Gather Information, Intimidate, Empathy; Ride, Handle Animal, Intuit Direction, Track, Wilderness Lore; Listen, Search, Spot,

Artisan

Tinkers, smiths or carpenters, artisans are the specialists who build the machines and tools on which civilization is built; an artisan may be a specialist, a skilled smith or carpenter, or a jack-of-all-trades, peddling his meager skills as a 'fixer' or 'tinker.'

Class Skills: Axes, Knives, Blunt Instruments; Appraise, Concentration, Craft, Craft Device, Carpentry, Metal Working, Masonry; Reading & Writing; Balance, Climb, Jump; Sense Motive; Ride, Handle Animal; Listen, Search, Spot.

Sage

Learned healers or moribund scholars, Sages tend to rarely leave the safety and routine of civilization for the life of adventuring, but some leave their libraries or hospices in search of knowledge and excitement.

Knives, Blunt Instruments; Appraise, Concentration, Craft, Craft Device; Alchemy, Decipher Script, Heal, Speak Languages, Reading & Writing; Read Lips, Disable Device, Forgery; Bluff, Innuendo, Perform, Sense Motive, Diplomacy, Gather Information, Empathy; Listen, Read Lips, Search, Spot,

HIDDEN KNOWLEDGE

Sages are imbued with all sorts of knowledge, from common to obscure; a Sage may make a Difficult Intelligence roll to determine if he knows some obscure knowledge denied the rest of the party. For instance, the use of some obscure magical item; the terms of the local baron's vassalage to the king; obscure bylaws of the of the city's council.

Example: Fenshawe, a Sage, and his party have been hired by a wizard to track down a magical tome; they learn that the tome is being kept by city council locked in the city's vault; Fenshawe's player makes a Hidden Knowledge roll, and Fenshawe remembers that according to the bylaws of the city council, they are required to permit respected citizens to tour the vaults on the first day of every month; they can now find exactly where the tome is being kept(provided they count as 'respected citizens' of course).

Weapons

Some weapons may be used two-handed: the written damage values of these weapons is always for one-handed use; if used two-handed, add a further +1 point to damage

SWORDS

Your average sword is used one-handed, and adds +1d to damage.

A Greatsword is wielded two-handed and adds +2d to damage.

SPEARS

A long stick with a point, a short spear can be used as a handy walking stick, can be used one- or two-handed, adds +3 to damage, and can be thrown like a javelin(using the Thrown Weapons skill)

A Great spear or Long spear must be used in two hands, cannot be thrown, adds 1d+2 to damage, and when in close combat, the wielder has Reach, and automatically attacks before his targeted enemy, regardless of relative initiative values.

BOWS

Unless you are shooting at each other from very long range, all bows are the same, if at long range, the GM may rule that a short bow does not have the reach.

Short Bows do Str +2 damage

Long Bows do Str +3 damage

AXES

Includes the use of pickaxes in combat; does not include the use of throwing axes in ranged combat.

Axes add +2 to damage, and reduce damage reduction from armor by -2

KNIVES

Cheap, simple, and easy to carry, almost everyone has at least one knife, and many places that forbid weapons will make exceptions for them.

Your average knife will add +2 to damage, and can be thrown.

A large, curved knife like a Kukri will add +3 to damage, but cannot be thrown.

THROWN WEAPONS

Throwing Knives, Darts, Throwing Axes, Javelins; they seem very different, but using them requires the same instincts, the same muscle groups, and so someone who is proficient in using throwing knives will generally have little difficulty in using throwing axes, etc.

These go into three general classes: Light, heavy, and javelins.

Light Thrown Weapons are knives, darts, shuriken, etc.; they do not add to damage, but they are easy to carry and hide, and you can take them pretty much anywhere.

Heavy Thrown Weapons such as throwing axes add +2 to damage; you could have some trouble bringing them places, and they're large and heavy, so you can only carry a few.

Javelins are just that: javelins, short spears, etc.: they add +3 to damage, but don't try bringing them to the duchess' grand ball.

Note that thrown weapons generally have much shorter ranges than bows; use your own judgement, maybe make a house rule about how far ranged weapons can go.

BLUNT INSTRUMENTS

Blunt Instruments come in three general categories: Clubs, Great Clubs, and Quarterstaves. If you strike someone with a blunt instrument, you may decide to simply knock them out instead of killing them.

Clubs are simple lengths of wood that you can use one-handed: includes morningstars, hammers, maces, etc.: they add +2 to damage.

Great Clubs are any sort of bludgeoning weapon you use in two hands: sledgehammer, tree branch, tall stools, etc.: they add +1d to damage

Quarterstaves are simply long staffs; when fighting with a quarterstaff, you count as if fighting with two weapons, both Clubs.

COMPLEX WEAPONS

These are weapons that are very complicated, or require special training to use; these are usually rare or difficult to use weapons.

All I can think up rules for so far is Whip and Net; if you think up anything, be sure and let me know.

Whip: any character armed with a Whip has Reach (like with a Great Spear); the whip does not add any to damage, but you may make an attack roll to snag something with the end of the whip like Indiana Jones.

Net: a net can be used in close combat, or at close range as a thrown weapon; if the attack roll

succeeds, the target is snagged and trapped within its folds; escaping takes an Escape Artist skill roll; one attempt may be made per round; while trapped in the net, you cannot attack or defend yourself, cast magic or move.

Armor

Adventuring is very dangerous: and while a good swordsman can protect himself, he can't block everything. Then there's bows, traps, rocks dropped from the ceiling; armor is a necessity.

If you are nonproficient in using a type of armor, and you put it on anyway, any encumbrance from the armor is doubled.

LEATHER

Basic leather armor gives Damage Reduction 2; it does not hamper your movements any more than normal clothing.

Your standard leather jerkin will cover your torso, and upper arms and legs; a canny enemy may attack you extremities to wear you down.

CHAINMAIL

Heavier and more expensive than leather, Chainmail gives Damage Reduction 4(note that Damage Reduction is not converted into dice); Chainmail usually comes in the form of a tunic, which covers the same places as a leather jerkin; Chainmail is fairly heavy, and can encumber you, giving a -2 penalty to certain actions(climbing, jumping, swimming, etc.)

PLATE

Made of heavy iron plates, Plate armor provides the best protection off all; very expensive and heavy, Plate armor gives damage reduction 8

Plate comes in two forms: a Cuirass, which covers the torso, and Full Plate, which covers the entire body; a Cuirass encumbers the wearer about as much as a Chainmail tunic; Full Plate encumbers 8.

Note: absolutely nobody can swim while wearing Full Plate. NOBODY.

GAUNTLETS

Gauntlets are heavy gloves to protect your hands and forearms from the enemy's weapon; a gauntlet can be made of leather, chain mail or plate; gauntlets give encumbrance 2 when attempting to do something that requires dexterity of the fingers(picking a lock, forging a paper, etc.)

SHIELDS

A shield gives damage reduction 2: this is to represent how difficult it is for a warrior to hit you with a shield in the way.

If you use a shield unskilled, you have a -1 penalty to attack rolls; if you have dice in the Shields skill, you may add these to your defense rolls when using a shield (this is in addition to the normal damage reduction); you may gain various other benefits as you gain more Shield Skill Dice.

HELMETS

A helmet can be made of any type of armor; helmets do not encumber you.

OTHER ARMORS

This is by no means an exhaustive list of the types of armor out there; feel free to experiment with creating your own.

Miscellaneous Equipment

To be successful, you will have to use a whole lot more equipment than arms and armor.

Basically, you can carry any reasonable amount of miscellaneous equipment with you; before embarking on any adventure, write down the equipment you have, and show it to your GM; he may have a few words to say about your notion of 'reasonable.'

A few ideas for useful equipment:

Lanterns/Torches

Light your way through the darkest caverns and the dead of night; torches may be blown out by strong winds, but are a good deal cheaper than lanterns.

Rope

An absolute necessity for the up-and-coming adventurer, stout rope has any number of uses, from climbing down a ledge to tying up your enemies until you can collect the bounty on them.

The skill Use Rope covers the more esoteric uses of rope: throwing a noose to catch on a rock, setting a tripwire,

Stick

A decent walking stick will help you keep your footing on treacherous ground, you can use it to prod suspicious-looking flagstones to test for traps, and it can double as a club or quarterstaff in a pinch.

Horse

When adventuring in the wilds, a good horse can save your life.

Rules: a character riding a horse can go about twice as fast as a character on foot.

A character on foot suffers a -1d penalty on all close combat attacks against a character riding, and a -1d on defense as well.

Races

Obviously, not all adventurers are Human: some are Dwarves, or Elves, or Goblins, or even more bizarre creatures. Here are a few example playable races: please feel free to modify them or invent your own.

Elves

Elves are shorter and thinner than Humans; they have long pointed ears and live much longer than many races; they generally make their homes within deep forests, living by hunting and gathering, but Elven merchants do trade in fine Elven goods with outsiders for what the Elves cannot make themselves, such as metal knives, glass goods, saws, etc.

Attributes: you must put at least two dice in Dex, and no more than three in Con.

Dwarves

Dwarves are short and stocky humanoids well-adapted to life underground: tough and strong, Dwarves live by mining metal and crafting metal goods: a hard-headed and serious race, they tend to be bluff and outspoken, caring more for honesty and substance than for diplomacy and appearances.

Attributes: you must put at least two dice in Con and Str, and not more than three in Dex and Cha.

Goblins

Short and thin by human standards, Goblins live in natural caverns, forming great underground towns and cities, living off fungus and cave animals; some Goblins tire of their subterranean life, and venture forth into the wide world; well known for their sneaky natures, Goblins tend to rely on their wits more than their muscles.

Attributes: You must put at least two dice in Int and Per, and not more than three in Str and Con.

Magic

With a wave of the hand, a Wizard can bring a wall tumbling down, with a few muttered words, a Sorcerer raises a horde of undead monsters: Magic is both incredibly powerful, and truly dangerous.

It is assumed that Mages know how to cast all these spells, at least in theory.

When casting a spell, the Mage always starts by rolling Spellcraft(for wizards) or Talent(for Sorcerers); each spell has a difficulty number; some spells may be cast more or less powerful, and have different Difficulty Numbers for each level.

If you fail the roll then roll 2d on the spell failure table.

2 The spell fails: take the number of the Spellcraft/Talent roll; the Mage takes that much damage.

3 The spell fails: take the number of the Spellcraft/Talent roll; the Mage takes half that much damage.

4-5 The spell succeeds, but the vagaries of magic take a hard toll: the Mage immediately takes 2d damage; rather than take the damage, a wizard may 'call off' the spell; if he does so, all expended Spellcraft dice are lost.

6-7-8 The spell succeeds, but the vagaries of magic take a toll: the Mage immediately takes 1d damage; rather than take the damage, a wizard may 'call off' the spell; if he does so, all expended Spellcraft dice are lost.

9-10 The spell fails and the vagaries of magic take a heavy toll: the Mage immediately takes 3d damage; at this point, any wizard has screwed up so badly he cannot call off the spell.

11 The spell fails: take the number of the Spellcraft/Talent roll; the Mage takes half that much damage.

12 The spell fails: take the number of the Spellcraft/Talent roll; the Mage takes that much damage.

SPELLS

Spells are listed by effect: a beam that kills people could be a beam of light for one character, a cutting sound for another, ice for yet another.

This is a list of basic spells: every mage knows how to cast these, at least in theory. Feel free to invent your own, or modify what you see here.

MAKE YOUR OWN

Seriously, make your own: if you're a GM, make your own list of spells; show them to your mage players, or keep them secret and let them search and research the spells; if you're a player, come up with your own ideas for spells and tell them to the GM.

BEAM

A destructive beam of energy; could be light, fire, sound, ice; whatever you call it, the game mechanics are the same.

Difficulty: 6

After rolling Spellcraft/Talent the player designates a target in sight: the target may roll Dex against the caster's Per to avoid taking damage: if the target's Dex roll defeats the Per roll, the target takes no damage; if the Dex roll fails, the target takes damage equal to the caster's Spellcraft/Talent score.

Alternate:

Difficulty: Level 1: 6, Level 2: 10, Level 3: 14, Level 4: 18, etc.

After rolling Spellcraft/Talent the player designates a target in sight: the target may roll Dex to avoid taking damage: if the target's roll defeats the Spellcraft/Talent roll, the target takes no damage; if the Dex roll fails, the target takes damage equal to 1d+ 1d per spell level.

SHIELD

A wall of force, sufficient to block an attack, bar a door, or bear weight.

Difficulty: 8

If the roll succeeds, a solid plane of force appears where the player indicates: it does not move, but stays in place until the player lets it go, or it is destroyed.

If used in combat, all successful attacks directed at the mage instead deal damage to the shield; when the shield takes damage equal to the original Spellcraft/Talent roll, it is destroyed.

A shield could also be used to make an invisible bridge(albeit a short one), to block a doorway, think up more uses for yourself.

COMMUNICATE

Attempting to communicate with someone not present is a classic use of magic

Difficulty: variable

The player designates a target for the spell; the target need not be in sight, or even know where the target is, but the character must know the target.

Roll Spellcraft/Talent; if successful, the message is delivered; difficulty depends on how well your character knows the target.

Close:(best friend, family) 10

Faint(distant relation, friend you haven't seen in a while, a pen pal): 15

Distant: (a guy you talked to once, someone you have corresponded with) 20

Modifiers:

-4 difficulty if you have something that is precious to the target (a childhood toy, engagement ring)

-4 difficulty if you know where the target is.

+8 difficulty if you do not know the target's name.

If the roll is successful, the target receives the message; there is no rule limit on message length, but it takes about a minute to cast the spell, plus as long to send the message as it would take to say it, so you may have to keep your messages short.

ILLUSION

Summons forth a magical illusion, to conceal or fool.

Difficulty: 8

If the roll succeeds, a two-dimensional illusion, about the size of a man appears wherever the player decides that is in sight of the character, facing any direction he pleases.

Modifiers:

+4 difficulty to make it 3-D

+4 difficulty to make it move

+4 difficulty to make it larger

+4 difficulty to give it sound effects(these could be anything: growling, hissing, barking, or even speech)

This spell lasts until the character dismisses the illusion, or the next sunrise.

SOUND

Summons forth a sound; it could be anything you want: growling, hissing, barking, or even speech.

Difficulty: 6

This spell lasts until the character dismisses the spell, or the next sunrise.

COUNTERSPELL

Any mage may attempt to counter a spell cast by another.

Difficulty: opposed roll.

If an enemy mage casts a spell, you may declare counterspell; if you do, immediately roll Spellcraft/Talent; if your roll beats the enemy's roll, the enemy's spell automatically fails, with no other penalty to the enemy.

If you counterspell, you lose your next turn; if you have already taken your turn this round of combat, you lose your turn in the next round.

Folks you might meet

Making and handling characters not controlled by the players (Non Player Characters, or NPCs) is one of the jobs of the GM.

Here are a few examples of NPCs you might meet: they could be friends, enemies, or just passing through.

As always, feel free to change them or make up your own; the important thing is to have fun!

FOOT SOLDIERS

Goblin Warriors

Rather than the mines and tunnels the Dwarves dwell, Goblins live in natural caverns, forming great underground towns and cities, living off fungus and cave animals; some Goblins tend toward banditry, laying forth from concealed entrances to their hives to waylay surface dwellers and lighten them of their load; some particularly evil Goblins make a trade in slaves.

Experience: 50 XP

Equipment: Club, shield, leather armor (DR 2)

Attributes: Str 2d, Dex 3d+2, Con 2d, Int 4d, Cha 2d+2, Per 4d

Blunt Instruments 2d, Shields 1d, Armor (leather armor); Move Silently 1d, Hide 2d; Climb 1d, Jump 1d; Intimidate 2d; Listen 1d, Search 1d, Spot 1d.

Elven Archers

In the forests where the Elves dwell, there is little metal for forging swords and armor, but there are plenty of places good for ambushes; Elven archers have learned to make best use of the terrain to ambush their enemies and take them by surprise; good Elves tend to try to avoid combat, preferring talking to fighting, but evil Elves will slaughter anyone who enters their woods, preferring plunder to friends.

Experience: 100 XP

Equipment: Longbow, shortspear, leather armor (DR 2)

Attributes: Str 2d, Dex 4d, Con 2d, Int 2d, Cha 2d+2, Per 3d+2

Skills: Spears 1d, Bows 3d, Armor(leather armor); Concentration 3d, Heal 1d; Move Silently 2d, Hide 4d; Climb 1d; Intuit Direction 1d, Track 2d, Wilderness Lore 1d; Listen 2d, Search 2d, Spot 2d.

Dwarven miners

No-one messes with Dwarves below ground, and these guys are why; tough and determined, the miners of good Dwarven towns swiftly form into militias whenever their homes are threatened, while evil Dwarves will form raiding parties to capture slaves and loot.

Experience: 80 XP

Equipment: Axe, leather armor, plate helmet, leather gauntlets, shield, lantern.

Attributes: Str 4d, Dex 2d, Con 3d+1, Int 2d, Cha 1d+3, Per 3d.

Axes 4d, Shields 1d, Armor(leather); Appraise 1d, Craft 1d, Craft Device 1d, Metal Working 2d, Masonry 2d+2; Disable Device 1d; Climb 2d; Sense Motive 1d, Intimidate 1d; Intuit Direction 3d; Listen 2d, Search 2d.

Undead

Skeletons, Zombies, et cetera; raised from the dead by evil mages, these hideous monstrosities serve their masters with unthinking loyalty.

Experience: 30 XP

Equipment: none.

Attributes: Str 3d, Dex 2d, Con 4d, Int 1d, Cha 0d, Per 2d

Skills: none.

Arrow Resistance: being unliving shells animated by undead spirits, it is virtually impossible to damage undead using arrows; you'll have to go hand-to-hand with them.

Human warrior

Valiant soldiers, brutal warriors, ruthless bandits, you can find Human warriors pretty much anywhere.

Experience: 70 XP

Equipment: Sword, shield, Chainmail armor(DR 4), chainmail helmet, horse.

Attributes: Str 3d+2, Dex 2d+2, Con 3d+2, Int 3d, Cha 2d+2, Per 3d

Swords 3d, Shields 2d, Armor(chainmail armor); Intimidate 1d; Ride 1d+3; Listen 1d, Search 1d, Spot 2d.

MINOR VILLAINS

Vampires

Even more than regular undead, Vampires are despised by the living: desiring nothing but to suck the lifeblood of the living to prolong their unholy existence, Vampires are dangerous and cunning opponents.

Experience: 600 XP

Equipment: sword, fangs.

Attributes: Str 4d, Dex 4d, Con 5d, Int 3d, Cha 4d, Per 4d

Skills: Swords 5d; Concentration 3d, Heal 1d; Move Silently 2d, Hide 4d; Climb 1d; Intuit Direction 1d, Track 2d, Wilderness Lore 1d; Listen 2d, Search 2d, Spot 2d.

Note that Vampires may vary widely in their skills and attributes; feel free to tinker with these values.

Note that I have not made any rules about sucking blood and siring new vampires; lots of people have different ideas about vampires, so do what works for you.

Goblin Shaman

Goblin shamans are the spiritual and magical guides of Goblin tribes; they rarely rule a town, but are often the power behind the throne, with some half-wit warrior as the frontman.

Experience: 300 XP

Attributes: Str 2d, Dex 3d+2, Con 2d, Int 4d, Cha 2d+2, Per 4d, Talent 4d

Equipment: staff.

Blunt Instruments 1d, Appraise 1d, Alchemy 2d, Decipher Script 2d, Concentration 3d, Speak Language(3), Reading & Writing(3); Innuendo 2d, Sense Motive 3d, Diplomacy 2d, Gather Information 1d, Empathy 1d; Listen 2d, Spot 2d,

Goblin Shaman casts spells like a level three Sorcerer.

Elven Captain

The greatest Elven warriors become captains, and lead their brethren into battle:

Experience: 400 XP

Equipment: Longbow, sword, leather armor(DR 2)

Attributes: Str 2d+2, Dex 4d+1, Con 2d+2, Int 2d, Cha 2d+2, Per 4d

Skills: Swords 3d, Bows 4d, Armor(leather armor); Concentration 4d, Heal 1d; Move Silently 3d, Hide 4d; Climb 2d; Intuit Direction 3d, Track 3d, Wilderness Lore 2d; Listen 2d, Search 2d, Spot 3d.

Dwarven Engineer

In the deep mines of the Dwarves, the engineers rule: either iron-fisted despots or hardworking leaders,

Experience: 300 XP

Equipment: Axe, leather armor, plate helmet, leather gauntlets, shield, lantern.

Attributes: Str 4d, Dex 2d, Con 3d+1, Int 2d, Cha 1d+3, Per 3d.

Axes 5d, Shields 2d, Armor(leather); Appraise 3d, Craft 3d, Craft Device 3d, Metal Working 4d, Masonry 3d+1; Disable Device 2d; Climb 2d; Sense Motive 3d, Intimidate 2d; Intuit Direction 4d; Listen 3d, Search 3d.

Human noble

Experience: 350 XP

Equipment: Sword, shield, Plate armor(DR 8), Plate helmet, horse.

Attributes: Str 4d, Dex 3d+1, Con 3d+3, Int 4d, Cha 3d+2, Per 3d+1

5d (any Weapons skill), Shields 4d, Armor(any); Appraise; Speak Language, Reading & Writing; Balance 1d, Climb 1d, Jump 1d, Swim 2d; Bluff 1d, Innuendo 2d, Sense Motive 2d, Diplomacy 2d, Intimidate 2d; Ride 3d, Handle Animal 2d; Listen 2d, Search 3d, Spot 3d,

MAJOR VILLAINS

Major villains are unique, one-of-a-kind enemies: the confrontation with the major villain will be the climax of an entire campaign.

So, by their very nature, I really cannot provide ready-made templates for major villains; you have to make your own, unique, tailor-made to the heroes.

A good way to come up with a major villain is to take a minor villain, and 'scale him up'; for instance, a Human Noble has 5d in any Weapons skill, so you could give a major villain based on that template 7d in a Weapons skill.

An exception:

Dragon

Dragons can be good or evil, but either way, they love treasure, and even a good dragon can be overcome by treasure-lust.

Attributes: Str 6d, Dex 3d, Con 5d, Int 4d, Cha 3d, Per 4d

Skills: Complex Weapons(claws; the dragon can make two claw attacks each turn) 6d; Appraise 4d; Speak Language (Special: Dragons live for centuries, and have a special affinity for languages; therefore, you can pretty well assume that a Dragon can speak any language the Characters can speak); Move Silently 3d; Balance 5d, Climb 5d, Bluff 4d, Sense Motive 5d, Diplomacy 3d, Gather Information 3d, Intimidate 6d; Intuit Direction 2d, Track 3d; Listen 4d, Search 4d, Spot 4d.

Special Rules:

Dragonhide

A Dragon's thick scaly hide protects him from the worst the world can offer: Dragons have Damage Reduction 4; note that a Dragon is never encumbered by his own hide.

Breath weapon

Fireball, spitting acid, superheated steam, you can make it whatever you want; whatever it is, the following rules apply:

Once per turn, a dragon may target one opponent with his breath weapon: roll Dex+Int; the target also

rolls Dex+Int; if the dragon rolls higher, the target immediately takes 6d damage, damage reduction from a shield applies, but other armor has no effect.

Fly

A Dragon can fly; when flying, a Dragon cannot be attacked with close combat weapons.

World Building

Building the places where the adventures take place- the dungeons, the castles, the deep forests and mines, as well as other places, the villages and stores and taverns, the cities and mountains, is altogether called 'world building' and it's the job of the GM.

Your own world building can be as simple or detailed as you want: you could just make a few dungeons, 'the village,' a tavern, a castle, and call it a day. Or, you can make an entire world from scratch.

I'm working on making source books to help with world building, with people, places, monsters, barbarian tribes, the whole schmear. If you want to know about them, email me at hans.mahler@gmail.com

And That's It

That's all there is folks; there ain't no more. Or rather, there is a lot more, but you've gotta make it: you've gotta play the game, have fun, find out what works, what doesn't, you've gotta improve what can be improved. But what you've gotta do most of all, is to have fun.

If you play this game, please tell me, and tell me how it works out for you: email me at hans.mahler@gmail.com

~Jochannon