**ATTRIBUTES**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Att | Dam | AC | Init | HP | Saves | Reaction  rolls | 1st level spells | Skill rolls |
| **Str** | Melee | Melee |  |  |  |  |  |  | + |
| **Int** |  |  |  |  |  |  |  | Arcane | + |
| **Wis** |  |  |  |  |  | Some |  | Natural | + |
| **Dex** | Missile |  | + | + |  |  |  |  | + |
| **Con** |  |  |  |  | + |  |  |  | + |
| **Cha** |  |  |  |  |  |  | + |  | + |

Attribute increases – 4th level, 7th level, 11th level, 14th level, 17th level, 20th level.

**RACE TYPES**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Race** | **Rarity** | **Magic Use (at start)** | **Vision** | **Saves** | **Secret Doors** | **Limits** | **Special** |
| Human | Common | Seer, Black Magic, Druid or Shaman, Clerical Miracles | Normal | No bonuses | 1 | None | +10% experience. Humano-centric world. |
| Elf | Extremely Rare | Telekinetic  Sorcery | Dark 60’ | +1 vs. Paralysis and Petrify, +2 vs. Wands and Spells | 1-2 on a deliberate search roll, 1 just walking past | Con 17-  Int 9+  HD6max | Immune to ghoul paralysis |
| Half Elf | Very Rare | Telekinetic Sorcery | Dark 30’ | +1 vs. Paralysis and Petrify, +1 vs. Wands and Spells | 1-2 on a deliberate search roll | Int 9+  HD8-1max | Additional +2 vs. ghoul paralysis |
| Dwarf | Very Rare | Stone Magic (Clerical) | Dark 60’ | +4 vs. Death Ray, Poison, Wands, Paralysis, Spells; +3 vs. Dragon Breath | 1-2 on a deliberate search roll | Con 9+,  Cha 17- | Detect unusual stonework  on a 1-2. Can’t use large two-handed weapons. |
| Gnome | Extremely Rare | ‘No’ Magic (Science) | Dark 30’ | +2 vs. everything | 1-2 | Int 9+ | 2 Free background skills |
| Ilcruthy  (Shape-changers) | Rare | Druid / Natural Magic | Dark 60’ | +2 vs. Paralysis, Petrify, Posion, and Wands | 1 | variable, often HPd6, some HP d4. | Shape-change into animal form 3 / day |
| Halfling | Unknown | None | Dark 60’ | +4 vs. Death Ray, Poison, Wands, Paralysis, Spells; +3 vs. Dragon Breath |  | Dex 9+  Str 17-  HD6  No Large weapons  (d6 only, with both hands) | +1 with missiles, +2 AC when fighting anything bigger than a human. +1 initiative. 90% hide chance in jungle and 70% below ground. |
| Half-Ogre | Unknown | None |  |  |  |  |  |
| More unknown races | ... |  |  |  |  |  |  |

**COMBAT SKILLS**

* **Martial character classes are: Fighter, ranger, scout, paladin, barbarian, martial artist, etc.**
* **Each martial character gets 1 skill at 1st, an additional skill at 3rd, then 5th, 7th, 9th etc.**
* Many martial classes (scout, ranger, barbarian) get their 1st and 3rd level skills chosen by their class, and do not get to pick an optional skill until 5th level. However, their 3rd level skill comes into play at 1st level.
* Weapon specialization - a **+2** to hit with a type of weapon (+1 for subsequent selections with the same weapon, an additional attack at 3 ranks).
* Brute: +1 damage with a weapon type
* Defender - adds +6 to AC when defending instead of +4. At 7th level, adds his BAB instead.
* Favoured enemy - +3 damage vs. a creature type
* Favoured enemy - +3 to hit vs. a creature type
* Two weapon fighting - adds +1 to AC when using a 2nd weapon to parry as though it were a shield. (Most characters do not get this advantage). Can fight with a 1d6 and 1d6 or a 1d8 and 1d4 weapon when fighting in this style.
* Shield bash – extra shield attack for 1d4 per round
* Defence – add 1 to AC. Can only be taken once
* Toughness - +2 extra HP
* Opp attack 1 – additional opp attack per round.
* Opp attack 2 – additional opp attack per trigger
* Medium Weapons – for mages who can’t normally use them
* Large Weapons – for thieves and scouts who can’t normally use them.
* Sneak attack - +4 from behind for double damage if opponent is unaware of you. (Thieves and scouts get this for free).
* Armour – learn to wear up to *4 points more* of armour.
* Melee Dex damage – use your dex bonus as a damage bonus for light weapons
* Point blank shot 1 - +1 to hit within 30’ with missile
* Point blank shot 2 – extra 2 hp within 30’ with missiles
* Point blank 3 – additional +4 to hit and double damage within 30’ if opponent is unaware.
* **No Criticals - the character cannot critically fail with a certain weapon type**
* **Melee Firing - the character never hits their friend when firing into a melee.**
* **Extended critical range – do critical on 19-20.**

**Background Skills**

* Character starts at level 1 with 1 Background Skill, or 2 if any of Dex, Int or Wis is 16 or higher. Skill choices should tailored to the appropriate stat.  
    
  More skill points are obtained at 3rd, 6th, 10th, 15th and 21st level. With new skill points, you can pick a skill you already have. This will grant you an extra +4, for a total of +9. You can’t spend 2 skill ranks on something, at 1st level.   
    
  If you want you can add a 3rd skill point on to an existing skill, when you gain one. This will gain you +3, for a total bonus of +12. (This will mean in many cases you will only fail on a 1.) You cannot gain any greater expertise than 3 skill points.   
    
  Choices –
* Accountant / Banker / Bursar / Factor / Tax Collector / Guy Everyone Hates
* Advocate (Lawyer)
* Alchemist / Herbalist (one who makes potions – elves only at this point in the game)
* Animal Trainer
* Aristocrat / Diplomat
* Armourer Blacksmith (specialised in making metal arms and armour)
* Blacksmith, general (makes all kind of metal objects)
* Bowyer/Fletcher
* Brewer
* Carpenter / Woodworker / Carver (can include builder)
* Cook
* Craft not covered by anything else
* Engineer (Sieges, Bridges, Weird Dwarvish Contraptions, etc)
* Entertainer
* Explosives Expert
* Farmer, animal
* Farmer, crop
* Gem Cutter / Jeweller
* Healing
* Mason / Builder
* Merchant / Appraiser (pick a specialty, or, general trader)
* Miner
* Medicine
* Navigator / Cartographer (sea)
* Navigator Cartographer (land)
* Potter
* Priest
* Sailor
* Sage / Expert (pick a general field of knowledge)
* Tanner (includes leather armor)
* Vitner
* Weaver / Tailor
* Woodcraft.  
    
  Each of these gives the character a +5 bonus to feats attempted within that area, or, a +2 if it seems only partially relevant. The DM will only roll if the player is attempting something pretty hard. Otherwise you can just do stuff, because you are adventurers and just inherently awesome.

Note that tracking is still a ranger or scout skill **only**, and involves actually following tracks for 1 mile. It is not covered in 'woodsman'. Looking around for animal tracks, clues, etc is covered by 'woodsman', but not actually following animals or people or monsters over long distances.  
  
The player rolls 1d20 and adds his or her Ability Bonus for the score the DM thinks is most appropriate, as well as any situational bonus or penalty the DM assigns. Consult the following table. If the total rolled is equal to or higher than the given Target number, the roll is a success.  
  
Level: Target Number  
  
1: 17  
2-3: 16  
4-5: 15  
6-7: 14  
8-9: 13

**What you can do is a round. Plus some rules for crossbows.**

* **You can move and attack**. You can also move your move rate and shoot a missile weapon.
* You can't do either vice versa.
* You can move twice. This gives you a +2 to hit if you charge. It also makes you easier to hit in melee (+2) but harder to hit with a ranged weapon (-2).
* You can move and then cast, but not vice versa.
* You can’t cast and attack.
* If you have more than one attack, you can’t move as well as taking all of the attacks.
* **Fighting withdrawal** - You can move your rate and withdraw from combat without attracting a parting shot. Your AC will be at +2 for that round.
* You can act defensively, adding +4 to your AC, as a full round action. You do not get to move.
* You can move and then change weapons, or vice versa. (Or, you can just change weapons and stand still.)
* You can attack or cast and then change light and medium weapons, or vice versa. You just can’t do that and move as well.
* With really big weapons (d8+), you can’t change and then attack. You can change and move, though.
* **You can fire a light crossbow and then be ready to attack with your melee weapon in the next round, with no penalty. (This does not mean you have reloaded it.)**
* Reloading a light crossbow takes one round. You can move, as well as doing this.   
  Reloading a heavy crossbow also only takes one round. You can’t move as well as doing this.
* Heavy crossbows do 1d6+4 damage, not 1d8 as the core rules say.
* You get -4 to hit with missile weapons against people who are 5 feet away in melee with
* If you fire into a melee, you can take a =4 penalty and never hit your friends except n a serious critical failure (1, then a 1-4). Or, you can take no penalty and hit them on a 1-4. Or you can take a -2 penalty and hit them on a 1-2.

**GAME POINTS**

**In PbP, each character begins with 1 game point at 1st level and gains another at 3rd and then at 5th level.**

**They may be spent buying game aspects, buying new characters (1st level is free, each new level above 1st costs 1 point), or rerolling any dice as either a 20 or a 1.**

**DEATH AND DYING**

**Characters reduced to 0hp or lower get a save vs. death. This save may be modified (made harder) by the number of HP below 0 the character was reduced to.   
  
If they succeed this save they are bleeding out rather than dead.   
  
They reach death at 1 hp over the negative equivalent of their 1st level hit points. (i.e. -5, -7, or -9). A con bonus is included in this calculation.   
  
For example, a character with 6 hit points at 1st level would save vs. death at 0, and die at -7.   
  
If the character happens to be reduced to exactly 0, they are semi-conscious and automatically stable.**

**HEALING**

* **1hp back for a good night's rest.**
* **2hp back for a full day and night spent in bed-rest.**
* **Add +1 for a successful healing roll (usually DC 15, sometimes modified by the number of hp the person drops below 0).**
* **Add +1 at 3rd level, 5th level, etc.**
* **Healing (Int) is a specific background skill which allows the character to add to the natural rate of others’ healing. It also allows them an attempt to use Medicine at DC 17, Int bonus applied.**
* **Medicine (Int) is a specific background skill that allows the character to cure diseases and infections and poisons. It also allows an attempt at a Healing roll at DC 17 Int bonus applied.**
* **Alchemy is a third skill that allows people to make potions. Elves, Druids and Black Magicians all have different potion recipes that are generally not interchangeable.**

**MASTERWORK ITEMS (standard cost)**

1: +1 damage: (X10)

2: +1 to hit: (x10)

3: +2 circumstance bonus on skill check: 100gp (approx) cost for a kit

4: armor - lower move rate cost by 10’: (x10)

**Movement**

The play will be worked out in Exploration Points.  
  
If you are moving 40, you can go 24 miles a day. This is the equivalent of 8 EP activity.  
  
If you are only moving 30, you can go for 18 miles, which amounts to 6 EP.

If your move is 20, that will mean 12 miles, which is only 4 EP.  
  
Each hex takes 1 EP to pass through travelling at full move.  
  
2 EP in a hex means exploring, making a trail, not getting lost.  
3 EP in a hex means a thorough exploration.  
4 EP or more means there is almost no chance you will miss anything in that hex.  
  
Note: in reality, a full day actually takes 8 hours no matter how fast you are going. But, if some of you are going so slowly that you can only cover a certain amount of ground, you'll only get the equivalent of 4 or 6 EP worth of action.  
  
  
**EXTRA RULES -**  
Crossing a river by rope rig up takes an extra 1EP  
High Mountain ascents can EP into the cost of a hex.  
Marsh or other terrain may also add more EP to the cost of a hex

**SELF SUFFICIENCY**

NORTHERN FOREST:

Foraging / hunting while moving - A scout or ranger could be self sufficient without losing any EP, with success being 1-4 in this terrain. A success means you get food for the day for that character. Other characters could also do it but they'd lose 2 EP for the day. This does not add an extra encounter roll.

Foraging / hunting while camping - if you elect to stay put all day and forage / hunt, you are all successful in finding a day's food on a 1-5. Scouts and Rangers also have a 3 in 6 chance of finding 1d6 days of extra food. The downside is an extra encounter roll.

CENTRAL FOREST:

Scouts are automatically successful at foraging while moving.

If you want to camp out and specify a 'hunt day' you can have a decent shot at catching something in a forest or grassland hex. Extra encounter roll, for the scouts only.   
  
Hunting with 2 or more scouts - 1 4 in 6 chance to catch 1d6 days food.  
Hunting separately - 2 3 in 6 chances to catch 1d6 days food each.

**Critical Hits and Misses**

**HITS**

**A roll of 20 is always a hit or a success, provided the creature can be hit by that type of weapon, and the action is physically possible.  
  
A natural 20 does maximum damage. The d20 is then rerolled. On a 19, it does 2x maximum damage, provided the opponent could normally be hit by a 19. On a 20, it does 2x maximum damage in any case. A 20 also allows another re-roll, provided a 20 would normally hit the opponent. If another 19 or 20 is rolled on the third roll, it does 3x damage - with the same rules applying as above.   
  
MISSES**

**A natural 1 is always a miss, even if it is mathematically impossible to miss.   
  
The d20 is then rerolled.   
  
1-2 - character falls prone and loses next action, or otherwise fails spectacularly, falls off cliff, falls into fire pit, etc, hits friend for maximum damage.  
3-4 - character falls prone or otherwise fails pretty badly, including hitting friend.  
5-6 - character totally misses next action.  
7-12 - opponent gets a +2 vs character on next attack.  
13-18 - character at -2 on next attack roll.  
19-20 - there is no fumble.  
  
Note - if a character is firing into a melee, they will hit their friend on a 1-4 unless they take a safety penalty. If they then critically fail, they still hit their friend on a roll of 1-4, as above.   
  
The Combat Skill - No Criticals means that the character never has his happen.   
The Combat Skill - Melee Firing means the character never hits their friend when firing into a melee.**

**MODIFIED CLASSES:**

**The SCOUT**

* **d6 HD**
* **The EXP progression of a fighter**
* **Thief AB**
* **The thief skills of a thief, -20% in urban areas.**
* **30 new thief skill % points per new level.**
* **No pick pockets skill**
* **Tracking starts at 40%**
* **+2 with a type of bow**
* **Two weapon fighting and defence**
* **Surprise on 1-3 if 30' ahead of party.**
* **Woodscraft is automatic choice as first background skill**
* **First combat skill of choice is at 5th level.**

**The RANGER**

* **d8 HD**
* **2200 EXP progression as per ranger supplement**
* **Fighter AB**
* **favored enemy +3 Damage**
* **+2 to hit with a type of bow**
* **Move silently, hide and tracking as per the supplement with 15% points per new level.**
* **Woodscraft is automatic choice as first background skill.**
* **First combat skill of choice is at 5th level.**
* **Minor spell-like abilities at 5th level**