
HEROES BY THE DOZEN

This game is entirely skill based. Half of a character is made up of their selection of skills. A players archetype therefore is defined by their choice of skills. A character skilled in Bushcraft, Medicine, Bows and Blades might be thought of as a ranger where a character skills in Lore, Secrets and Spells is likely to be seen as a sage.

To make any check, roll 1d12 and add your level of training in the skill.

Untrained: no bonus to the roll

Trained: +4

Skilled: +7

Expert: +9

Master: +10

Difficulties are set by the GM. Below are suggestions. Circumstances may modify these difficulties.

Easy: 8. Usually only a challenge for untrained people. Skilled, Expert and Master characters cannot fail these tasks.

Demanding: 12. Almost impossible for an untrained person to accomplish. Expert and Master characters will only rarely fail these

Difficult: 16. Almost impossible even for trained characters. For skilled+ characters only.

Impossible: 20. Only achievable by expert and Master characters, and only then rarely.

Skill list

Axes & Hammers: All clubs and hatchets, through to battle axes and war hammers.

Bows: Includes shortbows, longbows and crossbows

Slings & Throwing: All manner of thrown things

Blades: From daggers to swords to two handed swords

Polearms: Staves, spears and all polearms

Brawling: Wrestling, fighting unarmed, using improvised weapons.

Awareness: For noticing details in locations, in people's expressions, and to avoid being ambushed

Endurance: Used for surviving near death experiences, challenges to the body, and how much one can carry.

Willpower: Used for surviving challenges to the mind, and for intimidating and coercing others.

Evasion: Used for evading attacks and traps.

Luck: An undefinable quality. Used when the GM calls for a roll and no other skill might apply.

Stealth: To sneak up on or past others, to hide in the shadows, or even to blend in a crowd.

Trickery: To deceive others with words or distract with gestures. To barter for a better deal.

Persuasion: To convince others using emotion. More effective on some people.

Convince: To convince others using logic. More effective on some people.

Lore: Covers a broad range of knowledge from history, politics, law and geography.

Secrets: Covers disreputable or hidden knowledge. Occult, Arcane and other mythological knowledge exists here.

Bushcraft: To hunt, forage, build shelter, navigate and survive in the woods. Can also be used to track and set up ambushes.

Medicine: To save lives and heal others.

Crafting: To repair armour and weapons.

Spell (spell name): This skill is used for spells. The spell progression works the same as for other skills, but each spell must be learned as a separate skill.

Skill advancement

Beginning characters start with **10 choices**. For each choice they can choose the next level of training in any skill.

For example, going from Untrained to Trained is 1 choice, Untrained to Skilled is 2 choices, 3 to Expert and 4 to Master. The increase from each subsequent level diminishes, so it's up to the player to decide if they want to specialise in certain skills, or to broaden their skill set in other areas. It's a good area to work with other party members to cover most skills.

Each spell is learned as a different skill, so while a character might know many spells, their other practical skills will suffer as a result of their specialized training.

Each time you level up, you can make another skill choice, either to an existing skill, or to an entirely new one.

Deeds, Favours & Oaths

A hero is more than just their capabilities. They are the people they know, the oaths they keep, and the deeds they accomplish.

Deeds

When the party achieves an important deed, this is written on their character sheet. A deed will usually be the focus of an adventure such as saving a village, rescuing a person or ending a curse. When the party goes to a new town or an area they are not well known, the GM may make a d12 roll to see if the people of the area have heard of them. If the roll matches a deed on the characters lists, then this is what they are known for. If the roll result is not on their list, they were not recognised. Be aware that deeds can be negative just as well as positive and this recognition might not be in the character's best interest.

Favours

Not all who need help may be able to pay you in coin. Sometimes NPCs might reward you with a favour you can call on in future. This will usually be something significant involving risk or considerable burden to the NPC, such as sheltering you from dangerous people, or going on a dangerous adventure with you. Sometimes you may need a specific favour from an NPC so you must do something first to earn this Favour.

When a favour is earned, write down on your character sheet who owes you the favour, and what it is.

An NPC on rare occasions, might refuse a favour, but this would come at a devastating cost to the NPC in most cases, such as being excluded from their community, loss of station or employment, or the like. Be aware of trusting favours from characters with no morals, fake identities, or nothing to lose.

When a favour is called upon, remove it from your character sheet.

Oaths

Oaths are the favours that you owe others. An NPC or NPCs may ask you to make an Oath to them in order for their help, be it the blessing of authority from a king or a pledge to protect an innocent child. When you make an oath, write this down on your character sheet.

An NPC may call upon you to fulfil your oath. If you fulfil your oath to them, you may choose to cross off the oath on your character sheet, or leave it if you wish. If you do not fulfil your oath, either deliberately or not, you cross off your oath and write down a new deed as an Oathbreaker. If you break multiple oaths, write down a deed for each one. This may lead to you be recognised for rather unheroic deeds.

Levelling Up

When the players achieve a significant deed, keep an important oath, or do another act of exceptional heroism, each of the party members may level up.

When you gain a level, you may make another skill choice, enhancing an existing skill, or learning an entirely new skill.

Hero points

In addition to skills all characters receive 3 hero points at the start of their session. These do not carry over from the prior session and are reset each time. These can be used to reroll any check. The character can continue to reroll as long as they have hero points to spend. Note this can also be used for making endurance rolls to guard against dying, so this helps in a low lethality game.

Combat

In combat if the characters are not surprised they can act first in any order they like (or mix up turns if they like). A character can move a reasonable distance (approximately 10 yards or so) on a given turn. They also may take one action, such as attacking with a weapon, using a device, or casting a spell. Drawing a weapon and giving items to another party member and other similar actions are free as long as they are reasonable.

Attacking

To make an attack, roll 1d12+weapon/spell skill against the enemies Defence Rating (detailed in Foes). If you match or exceed this DR, you can roll for damage. A roll of 12 is a **critical success** which always hits. A 1 always fails.

Dealing Damage

If you hit, you roll the damage dice of the weapon (as in the Equipment section) or the Spell (in the Spell section) and add your weapon/spell bonus to the damage.

If you have rolled a **critical success**, you deal double the total damage (including the skill bonus).

Defending

If you are attacked, make an **Evasion roll** (1d12+ Evasion) vs the Foes **Attack Rating**. If you meet or exceed this AR, you dodge or parry the attack. A roll of 12 on defence always succeeds. A roll of 1 is a critical failure and you endure the critical result as detailed in the Foes attack.

Taking Damage

All characters have a health point total equal to **10+Endurance**. Additional protection is available from armour (detailed in the equipment section).

When receiving damage, most of the time armour points will be depleted first. Armour can be partially repaired when making camp (see Crafting), but to be fully repaired it must be brought to a blacksmith.

When armour points are gone, damage carries over to health. When health reaches zero, a player must make a choice:

1. The character can fall prone, being helpless for the next minute. At the end of this minute they must pass an **Endurance roll** (1d12+Endurance) or they die. The difficulty is set by the **Lethality** score of the Foe

they are facing. If another character is aiding them, they may use the aiding characters **Medicine** score rather than their Endurance if they choose.

2. The character can choose to make a **final stand**. If they do this, they can immediately make one action, such as an attack or spell, and then must immediately pass an **Endurance roll** or die. No other characters may aid in this roll.

Scars

If a character goes to 0 health and they survive, the character receives a scar appropriate to the injury they took. This might be a physical scar, a limp, or even mental trauma. The player can decide what this is and write this on their character sheet. This is for cosmetic and roleplaying purposes and does not affect the mechanics of the game.

Resting

When characters make camp to sleep a character with medicine training and a healer's pouch may make a **Medicine roll**. This result is how many health points the character heals up to their maximum. This can only be attempted once per character per day.

After a full nights rest, a character heals to up to **half their maximum health** if they are below this.

Repairing equipment

When characters make camp to sleep a character with crafters training and a blacksmith's tools may make a **Crafting roll**. This result is how many armour points the character repairs. This repair can only restore a piece of armour up to **half its maximum armour points**. To make a full repair the armour must be returned to a Blacksmith with a fully equipped smithy.

Equipment

Some equipment may be easier or more difficult to use. Some items may give **advantage**. In this case roll 2d12 and pick the **higher** result. Some items may give **disadvantage**. In this case roll 2d2 and pick the **lower** result.

Encumbrance: A character can carry 5 + their endurance points in equipment. Most standard items are 1 encumbrance point.

Armour

Armour gives protection in the form of armour points. In many cases these are depleted before the character is physically hurt. If armour points are reduced to 0 then the character is at risk of injury or death. Resourceful characters may be able to strip ill-fitting armour they find in their exploration. In this case, assume the armour has half its normal armour points. Armour from foes defeated in battle are assumed to have 0 armour points unless repaired. During an overnight sleep, a character with crafting and blacksmiths tools can make a crafting check to restore armour points. They roll 1d12+crafting to restore that many points to the armour. Only one roll per item per day is allowed, and this repair may never go past half the maximum armour points for that armour. To get it fully repaired it will need to be taken to an armourer with a full smithy.

Light Armour: Counts as 1 encumbrance point. Can be anything ranging from a heavy winters cloak to quilted or leather armour. Provides between 1-10 armour points depending on quality.

Medium Armour: Counts as 2 encumbrance points. Mails and laminated armours would fit in this category. Provides between 11-20 armour points depending on quality. Gives **disadvantage** on **Stealth** rolls.

Heavy Armour: Counts as 3 encumbrance points. The heaviest armour such as full plate fit in this category. Provides between 21-30 armour points depending on quality. Gives **disadvantage** on **Stealth**, and **Evasion** rolls.

Buckler: Counts as 1 encumbrance point. Uses 1 hand. Provides between 1-10 armour points depending on quality. This can be stacked with worn armour.

Shield: Counts as 2 encumbrance points. Uses 1 hand. Provides between 11-20 armour points depending on quality. This can be stacked with worn armour.

Weapons

BLADES

Dagger: 1d4 damage. Attacks with **advantage**. Can be thrown (with throwing skill)

Sword: 2d4 damage.

Longsword: 3d4 damage. Requires 2 hands.

AXES & HAMMERS

Club: 1d6 damage.

Hatchet: 1d6 damage. Can be thrown (with throwing skill)

Warhammer: 1d8 damage.

Battle Axe: 1d8 damage.

Maul: 1d12 damage. Requires 2 hands. Attacks with **disadvantage**.

Great Axe: 1d12 damage. Requires 2 hands. Attacks with **disadvantage**.

POLEARMS

Quarterstaff: 1d8 damage. Requires 2 hands.

Spear: 1d10 damage. Requires 2 hands

Halberd: 1d12 Damage. Requires 2 hands.

BRAWLING

Fists and feet: 1d4 damage.

Improvised weapons. 1d6 damage.

BOWS & CROSSBOWS

Short Bow: 1d8 damage. Requires 2 hands.

Longbow: 1d10 damage. Requires 2 hands.

Crossbow: 1d12 damage. Requires 2 hands. 1 round must be used to reload the crossbow.

SLINGS & THROWING

Slingshot: 1d8 for lead pellets. Requires 2 hands.

Thrown weapon: Uses weapon damage.

Spells

When learning a spell, it counts as a separate skill selection. You may put more skill choices into a particular spell which increases your effectiveness with that spell. When casting a spell, make a spell roll. If the roll is a natural 1, this counts as a **fizzle**. In this case you cannot cast the spell until you have a chance to sleep.

For spells with damage, add your score for that spell. For example if you successfully cast magic missile and your Spell (Magic Missile) is +7, you deal 1d6+7 damage.

Magic missile: DR: 12. Effect: 1d6+spell damage to a target you see. Crit: double damage.

Flame Bolt: DR: Evasion Rating of Foe. Effect: 1d10+spell damage to a target you see. Crit: Double damage

Sleep: DR: See effect. Effect: A foe with a lower health than your spellcasting roll falls asleep and will not waken for 8 hours unless hurt. The spell does not take into account armour points. The spell may be cast for multiple foes. For each additional Foe you must subtract 1 from your total roll.

Charm: DR: 15. Effect: One creature you see that can hear your words treats you as a friend and wishes you no harm for up to 1 minute. If the spellcaster attacks the creature the effect is broken. After the end of the spell, the creature knows that you have cast a spell upon them.