

Nema: the 2nd era

links:

<https://e.pcloud.link/publink/show?code=XZj802ZMLaLeYxR9I48GYgbxLGPdmsYBmIy>

<https://discord.gg/nHgEG7G4ZF>

<https://basicfantasy.org/downloads/Basic-Fantasy-RPG-Rules-r135.pdf>

system:

<https://www.basicfantasy.org/>

setting:

A dying world called Aru, giant meteorites approaching, screaming everywhere. Bizarre midgets guided the survivors to a long tunnel where a portal could be found. Artifacts were activated to open the portal. In the world you are from, three portals appeared. All of them appeared on separate locations, as far away from each other as possible. No sunlight was found on the other side & even the sky was missing. Shut off from your homeworld, the answer seems to lie on the way ahead of you or is it still possible to go back? This world is sometimes called 'Nema'. It consists of an inner & outer realm. It hosts a large variety of life forms. They aren't always getting along. Life is dangerous here.

One of the first signs of things going wrong were strange natural phenomena. They felt too real to be magic & felt disruptive. Sometimes everything felt out of place. Soldiers from an unknown army patrolled the plains, they had their own language. They didn't attack the villages, just kept on patrolling. As they weren't doing any harm, conflict never ensued.

The leader looked quite friendly even.

character creation:

name, *lvl* (1), *xp* (0), *race* (no gnomes & halflings), *hp* (hit dice determined by class, the maximum between brackets, add constitution modifier)

ab means attack bonus (every class starts with an attack bonus +1)

ac means armor class and is determined by your armor and dexterity modifier (starts at 10)

the *abilities* on the left are point buy (divide 70 points among ability points, max 16/ability at lvl 1)

next to it is a row for ability modifiers;

3: -3

4-5: -2

6-8: -1

9-12: 0

13-15: +1

16-17: +2

18: +3

special abilities/spells is for racial, class abilities, spells & background skills
background skills are professions, archetypes or crafts you learned
your positive prime requisite modifier determines the amount of background skills
you take (prime requisite ability is the most important ability for your class
backgroundskills can give you positive modifiers on your ability rolls

weapons

add damage, brief description & any modifiers specific to the weapon

background

what was the environment like where he/she grew up?

-does he/she share history with another character?

-in a forest

-near a lake or river

-far underground

-remains of fallen society

-an environment near

-a desert

-rocky environment

-....

what class did he/she grow up in?

-merchant family

-always on the run

-in a tribe

-in military circles

-higher class

-bound to group

-free

-....

personality

what does he/she consider important?

-gain knowledge

-survive

-revenge

-kill?

-to fulfill an oath

-increase in power

-not to fall into the hands of a certain group

-climbing in social position

-...

what does he/she excel at?

- certain way of impressing
- hidden strength
- leadership
- weapon skills
- knowledge/insight

equipment

what your character carries

not on record sheet = not in inventory

languages

you start with common & your race language, humans may add their regional dialect as race language

use intelligence modifier to add or subtract languages (everyone can at least growl)

gp/sp

everyone starts with 3d6 x 10 gp

combat:

initiative: d6 + dex modifier (unless surprised)

melee: roll d20 vs ac, add strength & attack bonus

missile: roll d20 vs ac, add dexterity & attack bonus

damage: add strength bonus (melee & power based missile)

1: critical failure

20: critical hit

ability checks:

roll d20 vs ability score

add modifier (situational, background,)

rollunder: the higher the result, the better

1: automatic failure

20: automatic success

saving throws:

roll above

1: automatic failure

20: automatic success

healing:

1 hp/day after a full night rest (6 hours)

add constitution modifier to hours of necessary sleep

-1 to attack rolls & saving throws for lack of sleep (cumulative)

roll 2d6 (optional)

2-4: wound worsens (-4 hp)

5-6: wound worsens (-2 hp)

7-10: condition improves (+4 hp)

11-12: condition improves (+2 hp)