

BÆN

A Roleplaying System Compatible With Old School Essentials

Race _____ Level _____ Class _____

Attack

Dodge

Armor

Parry

Current

Hit Points Max

Hit Die

Portrait

STRENGTH

Save vs. Paralysis or Knockdown

CONSTITUTION

Save vs. Disease, Death, or Poison

DEXTERITY

Save vs. Blast, Bolt, or Ray

INTELLIGENCE

Save vs. Illusion or Confusion

WISDOM

Save vs. Curse or Beguilement

CHARISMA

Save vs. Fear or Despair

Class Feats

Skills (d6)

Acrobatics

Finesse

Stealth

Arcana

Medicine

Lore

Animal Ken

Perception

Survival

Charm

Leadership

Wit

Gear

R Hand: _____

L Hand: _____

Armor: _____

Crown: _____

Amulet: _____

Ring (L): _____

Ring (R): _____

Belt: _____

Boots: _____

BXN

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Origin

Create a new character by rolling a d6 to determine your *origin*. If you roll a fey, roll another d6 to determine which *type* of fey you are (elf or halfling).

D6	Origin	Adjusted Abilities
1-3	Human	<i>no adjusted abilities</i>
4	Human Barbarian	<i>no adjusted abilities</i>
5	Dwarf	+Str, +Con, -Cha
6	Fey (roll another d6 to determine which type)	

D6	Fey Type	Adjusted Abilities
1-3	Elf	+Dex, +Wis, -Con
4-5	Halfling	+Dex, +Cha, -Str
6	Beastman	+Str, +Dex, -Int

Once you have determined your origin, roll *3d6 in order* to determine each of your *ability scores*, or roll *4d6* (dropping the highest or lowest) for any of your origin's *adjusted abilities*.

Ability Scores

Roll *3d6* in order six times, unless your *origin* has any *enhanced* or *deficient* abilities. An *enhanced* ability rolls *4d6* and drops the lowest die; a *deficient* ability rolls *4d6* and drops the highest die.

Ability Modifiers

Each *ability score* has an associated *ability modifier*. This number adjusts any *saving throws*, *attack throws*, *weapon damage*, or other rolls that are based on that ability. It also determines the number of *skills* linked to that ability that are adjusted.

Ability Score	Modifier	Skill Adjustments
3	-3	3 linked skills are <i>inept</i>
4, 5	-2	2 linked skills are <i>inept</i>
6, 7, 8	-1	1 linked skill is <i>inept</i>
9, 10, 11, 12	+0	All linked skills are 6+
13, 14, 15	+1	1 linked skill is 5+
16, 17	+2	2 linked skills are 5+
18	+3	3 linked skills are 5+

Saving Throws

Each *ability* has an associated *saving throw*. A saving throw is made by rolling a d20 and comparing it to a *threshold*, which is the number you need to *match* or *beat* on the d20 to successfully save vs. a threat of that nature. Each saving throw threshold is equal to **(15 - [your level + your ability modifier])**, but cannot be lower than **5+** or higher than **17+**.

Strength	- save vs. <i>Knockdown or Paralysis</i>
Constitution	- save vs. <i>Disease, Poison or Death</i>
Dexterity	- save vs. <i>Blast, Bolt or Ray</i>
Intelligence	- save vs. <i>Illusion or Confusion</i>
Wisdom	- save vs. <i>Curse or Beguilement</i>
Charisma	- save vs. <i>Fear or Despair</i>

Attack Throws

You also have two *attack throws* - one for *ranged attacks*, and one for *melee attacks*. Your melee attack throw threshold is always equal to your Strength saving throw threshold, and your ranged attack throw threshold is always equal to your Dexterity saving throw threshold. You must *beat* this value to hit any enemy with a positive Dexterity modifier, or *match* to hit any enemy with a +0 or worse modifier.

Hit Dice and Feats of Strength

In addition to saving throws and attack throws, there are two d6 rolls that are linked to your abilities:

Hit Die

Your *hit die* is used to determine your maximum hit points, as well as your rate of healing. Whenever you are asked to roll a hit die, you roll a d6 and add your Constitution modifier; if you have a negative Constitution modifier and your hit die total would be less than 1, treat it as a 1 instead. Certain *character classes* gain a bonus to their hit die.

Feats of Strength

Whenever you are asked to roll a *feat of strength*, you roll a d6 and add your Strength modifier. If the result is less than 1, treat it as a 1 instead. You might be called to roll a feat of strength if you try to break down or force open a door, bend iron bars, or otherwise exert your muscles against a difficult physical task. Feats of strength are usually measured against a threshold of 3+, but some feats of strength might have a higher or lower threshold.

Skills

There are 12 skills, each linked to a different ability. Each skill determines the threshold for various d6 *task checks*, which are made by rolling a d6 and comparing it to an appropriate skill's *threshold*. Skills usually begin at 6+, but if your linked *ability modifier* is positive, that many skills linked to that ability begin at 5+ instead; or, if your ability modifier is negative, that many begin *inept* (7+). Since it is impossible to roll a 7 on a six-sided die, you cannot succeed at tasks related to an *inept* skill until you train that skill up to at least a 6+.

Acrobatics (Dexterity) to *climb surfaces*, *maintain balance*, and *maneuver* while airborne.

Finesse (Dexterity) to *pick locks*, *pick pockets*, *disarm traps*, and perform *sneak attacks*.

Stealth (Dexterity) to *cover your tracks*, *hide* from view, *move silently*, or *surprise* an enemy.

Arcana (Intelligence) to *brew* a potion, *craft* or *identify* a scroll or magic item, or make any *knowledge check* involving math, science, or magic.

Lore (Intelligence) to *understand* foreign language (written or spoken), or to make any *knowledge check* involving history, religion, mythology, or culture.

Medicine (Intelligence) to *brew* an elixir or toxin, or to *diagnose* or *treat* any injury, disease, or poison.

Animal Ken (Wisdom) to *track* wild beasts, *predict* their behavior, *domesticate* and *train* them, and *drive*, *handle* or *ride* them.

Perception (Wisdom) to *detect* a hidden trap or secret door, to *listen* or *watch* for enemies, and to avoid *surprise*.

Survival (Wisdom) to *navigate* the wilderness, *hunt* or *forage* for food, or make *camp* and craft *shelter*.

Charm (Charisma) to influence another intelligent creature's *attitude* towards you and your allies.

Leadership (Charisma) to manage *hirelings* and *followers*, or improve your allies' *morale*.

Wit (Charisma) to influence another intelligent creature's *behavior* or *beliefs*.

Easier and Harder Rolls

Any attack throw, saving throw, skill test, or feat of strength that your character might roll can be made *easier* or *harder* by various circumstances.

If multiple circumstances make a situation easier while other circumstances make the same situation harder, each circumstance making the situation easier cancels out one circumstance making the situation harder, unless the referee decides that a particular circumstance overwhelms all the others. If there are an overwhelming number of circumstances all making a situation easier or all making that situation harder, the referee might declare that it is now impossible to succeed or fail at that task, and not call for a roll at all.

Otherwise, a roll that is neither easy nor hard is made by rolling a single d6 or d20 and comparing it with the threshold on your character sheet, while an *easy* task or throw is determined by rolling two dice and choosing the better roll, and a *hard* task or throw is determined by rolling two dice and choosing the worse roll.

Critical Success and Failure

Saving throws and attack throws that roll a '20' achieve a *critical success*, while saving throws and attack throws that roll a '1' achieve a *critical failure*. A critical success on an attack roll, or a critical failure on a saving throw, is called a *critical hit*. Task checks don't usually track critical success or failure.

Class and Level

Choosing a Character Class

Once you have an origin and your six ability scores, you can choose a character class. Each origin has its own set of classes to choose from, and each class has one or more prime requisite abilities that should be higher than normal (at least a 13 ability score) if you want to advance quickly in that class.

Human characters that are from advanced “civilized” societies can choose between the Warrior, Scout, Wizard, or Priest classes, while fey characters and humans from “barbarian” societies can choose between the Champion, Hunter, or Druid. Dwarves choose between the Stalwart, Delver, and Warsmith classes.

Hit Points

Once you’ve picked your class, set your character’s *maximum hit points* to 6 + your Constitution modifier. Your class might provide you a bonus to your hit die; if it does, add this bonus to your maximum hit points.

Martial Training

Your class might also provide you with training in various weapons and armors. Weapon and armor training determines which kinds of weapons, armor, and shields you can use without difficulty; any weapons not in your training list are *harder* to attack with, and all actions become *harder* while wearing an armor or shield you are unfamiliar with. Even with training, medium and heavy armors still make all stealth, acrobatics, and dodge rolls *harder*.

Class Skills

If your class has *class skills*, choose four of them and lower their thresholds by 1 each – from inept to 6+, from 6+ to 5+, or from 5+ to 4+. If your class doesn’t have any class skills, then choose any one skill and lower its threshold.

Class Feat

Each class also gives you a *class feat*, such as *cleave*, *sneak attack*, or some kind of *magic* ability. The rules for each class feat will be explained with the class that provides it.

Experience

You begin play at *level 1*; as you survive adventures, you will gain *experience* that will eventually advance your class level. Each adventure grants you one experience, although a particularly clever solution to an adventure’s challenges might gain you one additional experience for that adventure. Whenever you have more experiences than your current level, you reset your experience to zero and gain a level.

Gaining a Level

Each time you gain a class level, you roll your *hit die* and add it to your *maximum hit points*. Then, you lower your thresholds for each of your attack and saving throws by 1, to a minimum of 5+. You also choose any one skill, or any two class skills if you have class skills, and lower their thresholds by 1 each – but never below a threshold of 2+.

Your class level can never be raised above 9. Once you reach level 9, you no longer raise your maximum hit points or lower your attack and saving throw thresholds. However, whenever you reach 10 experience, you still reset your experience to zero and train one skill (or two class skills).

Prime Requisites

If you have exceptionally high or low ability scores in your class’s *prime requisite* abilities, you will gain class levels faster or slower than normal. If at least one of your prime requisites is 13 or higher, and neither is below 8, then whenever you gain a level you reset your experience to one instead of zero. On the other hand, if all of your class’s prime requisite abilities are 8 or lower, you require one more experience than normal to gain a level.

Human Classes

Warrior

Prime Requisite: Strength *or* Constitution

Hit Die: d6+Con+2

Martial Training: Warriors are familiar with every kind of weapon, armor, and shield.

Class Skills: Warriors do not have any class skills.

Starting Equipment: One medium or heavy weapon, medium shield, banded armor, dungeoneer's kit

Class Features

Battle-Hardened

Warriors add +2 to each hit die rolled.

Cleave

Whenever a Warrior reduces a creature with fewer than half their own hit dice to 0 hit points with a melee attack, they can immediately make another melee attack against another creature, up to a maximum number of attacks equal to their level.

Scout

Prime Requisite: Dexterity *or* Wisdom

Hit Die: d6+Con

Martial Training: Scouts are familiar with every kind of weapon, but only *simple* armors and shields.

Class Skills: Scouts always count *all* skills as class skills.

Starting Equipment: Longbow, two daggers, quarterstaff, jack vest, lockpicking tools, dungeoneer's kit

Class Features

Sneak Attack

Scouts can make a Finesse check when they hit an unaware creature with a weapon attack. If they succeed, the attack becomes a *critical hit*.

Wizard

Prime Requisite: Intelligence

Hit Die: d6+Con

Martial Training: Wizards are not familiar with any non-simple weapons or armor.

Class Skills: Finesse, Arcana, Medicine, Lore

Starting Equipment: Spellbook, dagger, quarterstaff, jack vest, lockpicking tools, dungeoneer's kit

Arcane Preparations	Level: 1	2	3	4	5	6	7	8	9
First Circle:	①	①	①①	①①	①①	①①	①①	①①	①①
Second Circle:	-	-	-	-	②	②	②②	②②	②②
Third Circle:	-	-	-	-	-	-	-	-	③

Arcane Spellcasting

Each sunrise or sunset, a Wizard can prepare *arcane spells*, which they can cast during the day. Each preparation can be used to prepare a spell of its circle or a lower circle. Once a spell is cast, it becomes un-prepared, but it can be re-prepared, or another spell that could have originally been chosen for that preparation can be re-prepared in its place.

Preparing During Exploration

Wizards can prepare spells during exploration, if they have an empty preparation of a suitable circle. This takes a number of successful Arcana checks equal to the spell's circle; each roll takes one exploration round (10 minutes) spent studying a spellbook with the chosen spell and applying that spell's arcana. On a failed Arcana check, the wizard can choose to abandon the preparation (wasting all materia) or keep trying.

Arcane Rituals

Wizards can also cast spells as rituals, which take two exploration rounds per circle (20 minutes for a first-circle ritual, 40 minutes for a second-circle ritual, or one hour for a third-circle ritual), but do not require preparation. Certain spells can only be cast as rituals.

Cantrips

Each spell that a Wizard prepares also gives them a *cantrip*, which is a smaller version of the spell that can be cast at-will without un-preparing the spell.

Concentration

Certain spells and cantrips require *concentration* to maintain. If you are damaged while concentrating on a spell, you must succeed at an Arcana check to maintain your concentration.

School of Magic

Wizards choose a school of magic at level 1:

Abjurations	Aetheric Energies
Conjurations	Elemental Energies
Divinations	Psychic Energies
Transmutations	Enchantments

Preparing or maintaining concentration on a spell from the chosen school is *easier*.

Priest

Prime Requisite: Charisma

Hit Die: d6+Con

Martial Training: Priests are familiar with medium armors.

Class Skills: Lore, Charm, Leadership, +1 from *domain*

Starting Equipment: *War domain* - prayer book, holy symbol, one medium or heavy weapon, medium shield, banded armor, dungeoneer's kit

All others - prayer book, holy symbol, quarterstaff, jack vest, dungeoneer's kit

Divine Preparations	Level: 1	2	3	4	5	6	7	8	9
First Circle:	①	①	①①	①①	①①	①①	①①	①①	①①
Second Circle:	-	-	-	-	②	②	②②	②②	②②
Third Circle:	-	-	-	-	-	-	-	-	③

Divine Miracles

Each sunrise or sunset, a Priest can prepare divine prayers, which they can use during the day to perform miracles. Each preparation can be used to prepare a miracle of its circle or a lower circle. Once a miracle is performed, it becomes un-prepared, but that prayer can be re-prepared, or another prayer that could have originally been chosen for that preparation can be re-prepared in its place.

Preparing During Exploration

Priests can prepare miracles during exploration, if they have an empty preparation of a suitable circle. This takes a number of successful Charisma saving throws equal to the miracle's circle; each saving throw takes an entire exploration round (10 minutes) spent in intense prayer and meditation.

Divine Rituals

Priests can also cast miracles as rituals, which take two exploration rounds per circle (20 minutes for a first-circle ritual, 40 minutes for a second-circle ritual, or one hour for a third-circle ritual), but do not require preparation. Certain miracles can only be performed as rituals.

Concentration

Certain miracles require *concentration* to maintain. If you are damaged while concentrating on a miracle, you must pass a Charisma saving throw to maintain your concentration.

Domain of Faith

Priests choose a domain of faith at level 1:

Life (<i>Medicine</i>)	Death (<i>Stealth</i>)
War (<i>weaponry</i>)	Peace (<i>Animal Ken</i>)
Fate (<i>Wit</i>)	Freedom (<i>Acrobatics</i>)
Truth (<i>Perception</i>)	Beauty (<i>Finesse</i>)
Nature (<i>Survival</i>)	Artifice (<i>Arcana</i>)

Each chosen domain grants one additional class skill; the *War* domain instead grants training with all weapons and armor.

Any miracle from the priest's chosen domain can be cast as any other miracle of the same or lower circle from the same domain. Additionally, preparing or maintaining concentration on any miracle from the chosen domain is *easier*.

Dwarven Classes

Stalwart

Prime Requisite: Strength *or* Constitution

Hit Die: d6+Con+2

Martial Training: Stalwarts are familiar with every kind of weapon, armor, and shield.

Class Skills: None

Starting Equipment: Mace, plate armor, heavy shield, dungeoneer's kit

Dweomer Preparations	Level: 1	2	3	4	5	6	7	8	9
First Circle:	①	①	①	①	①①	①①	①①	①①	①①
Second Circle:	-	-	-	-	-	-	-	-	②

Battle-Hardened

Stalwarts add +2 to each hit die rolled.

Minor Dweomers

(See below)

Guardian

Stalwarts cannot *evade* or *guard*, but automatically regain their reaction whenever they *parry* a melee attack or hit with an *opportunity attack*, and all ranged attacks that target them are *harder* while they are using a shield, exactly as if they *guarded*.

Delver

Prime Requisite: Dexterity *or* Charisma

Hit Die: d6+Con+1

Martial Training: Delvers are familiar with every kind of weapon, armor, and shield.

Class Skills: Acrobatics, Finesse, Stealth, Perception, Survival, Charm, Wit

Starting Equipment: Pickaxe, jack vest, lockpicking tools, dungeoneer's kit

Dweomer Preparations	Level: 1	2	3	4	5	6	7	8	9
First Circle:	①	①	①	①	①①	①①	①①	①①	①①
Second Circle:	-	-	-	-	-	-	-	-	②

Hardy

Delvers add +1 to each hit die rolled.

Minor Dweomers

Each sunrise or sunset, a Stalwart or Delver can prepare *dweomers*, which they can cast during the day. Second-circle preparations can also be used to prepare first-circle *dweomers*. Each *dweomer* duplicates the effect of a divine miracle from the War, Fate, or Artifice domain.

Ritual Dweomers

Stalwarts and Delvers can also cast *dweomers* as *rituals*, which take two exploration rounds per circle (20 minutes for a first-circle ritual, 40 minutes for a second-circle ritual), but don't require preparation. Certain *dweomers* can only be cast as rituals.

Concentration

Certain *dweomers* require *concentration* to maintain. If you are damaged while concentrating on a *dweomer*, you must succeed at an Arcana check to maintain your concentration.

Warmsmith

Prime Requisite: Intelligence *or* Wisdom

Hit Die: d6+Con+1

Martial Training: Warsmiths are familiar with every kind of weapon, armor, and shield.

Class Skills: Finesse, Arcana, Lore, Leadership

Starting Equipment: Hammer, chainmail, potion belt, smith's tools, artisan's tools, dungeoneer's kit

Dweomer Preparations	Level: 1	2	3	4	5	6	7	8	9
First Circle:	①	①	①	①	①	①	①	①	①
Second Circle:	-	-	-	-	②	②	②	②	②
Third Circle:	-	-	-	-	-	-	-	-	③

Hardy

Warmsmiths add +1 to each hit die rolled.

Dweomers

Each sunrise or sunset, a Warsmith can prepare *dweomers*, which they can cast during the day. Second-circle preparations can also be used to prepare first-circle dweomers, and third-circle preparations can be used to prepare any dweomer. Each dweomer duplicates the effect of a divine miracle from the War, Fate, or Artifice domain.

Ritual Dweomers

Warmsmiths can also cast dweomers as rituals, which take two exploration rounds per circle (20 minutes for a first-circle ritual, 40 minutes for a second-circle ritual, or one hour for a third-circle ritual), but do not require preparation. Certain dweomers can only be cast as rituals.

Preparing During Exploration

Warmsmiths can re-prepare spent dweomers during exploration. This takes a number of successful Arcana checks equal to the dweomer's circle; each roll takes one exploration round (10 minutes) spent studying their notebooks and enchanting the dweomer. On a failed Arcana check, the warsmith can choose to abandon the preparation (wasting all materia) or keep trying.

Concentration

Certain dweomers require *concentration* to maintain. If you are damaged while concentrating on a dweomer, you must succeed at an Arcana check to maintain your concentration.

Fey / Barbarian Classes

Champion

Prime Requisite: Strength *or* Constitution

Hit Die: d6+Con+2

Martial Training: Champions are familiar with every kind of weapon and with medium shields, but only *simple* armors.

Class Skills: Acrobatics, Stealth, Survival, Leadership

Starting Equipment: Greatsword, hide armor, dungeoneer's kit

Battle-Frenzies per Day	Level:	1	2	3	4	5	6	7	8	9
		1	1	2	2	3	3	4	4	5

Battle-Hardened

Champions add +2 to each hit die rolled.

Battle-Frenzy

Champions choose a *patron* animal at first level: bear, boar, cat, hawk, serpent, shark, or wolf. Their connection to their patron lets them enter a *battle-frenzy* a certain number of times per day, based on their level.

During a battle-frenzy, all melee weapon attacks gain a bonus to damage equal to half your level (round up), and you can use your reaction during your turn to make an additional melee weapon attack. You must make a Charisma saving throw at the beginning of each of your turns to maintain concentration on your battle-frenzy if you did not make a melee attack and were not attacked since the beginning of your last turn.

Hunter

Prime Requisite: Dexterity *or* Wisdom

Hit Die: d6+Con+1

Martial Training: Hunters are familiar with every kind of weapon, but only *simple* armors and shields.

Class Skills: Acrobatics, Finesse, Stealth, Medicine, Animal Ken, Perception, Survival

Starting Equipment: Greatbow, leather, medium shield, dungeoneer's kit

Primal Attunements	Level:	1	2	3	4	5	6	7	8	9
First Circle:		①	①	①	①	①①	①①	①①	①①	①①
Second Circle:		-	-	-	-	-	-	-	-	②

Minor Attunements

Each sunrise or sunset, a Hunter can attune to a number of natural elements. They can spend these attunements during the day to cast any *glamour* that matches the attunement's element and circle. Second-circle attunements can also be used to cast first-circle glammers. Casting a glamour from an attunement consumes the attuned materia.

Concentration

Certain glammers require *concentration* to maintain. If you are damaged while concentrating on a glamour, you must succeed at a Wisdom saving throw to maintain your concentration.

Hardy

Hunters add +1 to each hit die rolled.

Druid

Prime Requisite: Wisdom *or* Charisma

Hit Die: d6+Con

Martial Training: Druids are not familiar with any non-simple weapons or armor.

Class Skills: Arcana, Medicine, Animal Ken, Survival

Starting Equipment: Quarterstaff, leather, potion belt, dungeoneer's kit

Primal Attunements	Level: 1	2	3	4	5	6	7	8	9
First Circle	①	①	①①	①①	①①	①①	①①	①①	①①
Second Circle	-	-	-	-	②	②	②②	②②	②②
Third Circle	-	-	-	-	-	-	-	-	③

Primal Attunements

Each sunrise or sunset, a Druid can attune to a number of natural elements. They can spend these attunements during the day to cast any *glamour* that matches the attunement's element and circle. Second-circle attunements can also be used to cast first-circle glammers, and third-circle attunements can be used to cast any glamour. Casting a glamour from an attunement consumes the attuned materia.

Wisps

Druids can befriend *wisps*, which are small sentient elemental fey spirits. A druid can attune to a wisp as if it were materia of the wisp's element; casting a glamour with a wisp is *easier* if the wisp wishes to cooperate, and the wisp can be re-attuned later.

Attuning During Exploration

Druids can attune to an elemental materia or wisp during exploration, if they have an available attunement. Preparing an attunement during exploration takes a number of successful Wisdom saving throws equal to its circle; each saving throw takes one exploration round (10 minutes) spent meditating in an appropriate natural setting while holding the materia to be attuned.

Primal Rituals

Druids can also cast glammers as *rituals*, which take two exploration rounds per circle (20 minutes for a first-circle ritual, 40 minutes for a second-circle ritual, or one hour for a third-circle ritual), but do not require preparation. Certain glammers can only be cast as rituals.

Concentration

Certain glammers require *concentration* to maintain. If you are damaged while concentrating on a glamour, you must succeed at a Wisdom saving throw to maintain your concentration.

Wild Shape

A druid can use the Call Beasts ritual to learn wild shapes. Each wild shape is a *natural animal* or *fey beast* with up to 4 hit dice, and the druid can know a maximum number of wild shapes whose total hd equal their level. Pucca druids do not count their natural animal form as a *wild shape*.

Transforming into a 1hd or 2hd creature costs a first-circle attunement of any element, while transforming into a 3hd or 4hd creature costs a second-circle attunement, and transforming into a 5hd creature costs a third-circle attunement.

Exploration Rules

Pacing

Wilderness travel happens in one-hour *travel rounds*, while dungeon exploration happens in 10-minute *exploration rounds*, and combat happens in 6-second *combat rounds*. Wilderness and exploration actions happen simultaneously, while combat happens in *initiative* order.

Movement and Encumbrance

Each character has a natural movement rate of 5 paces (25 feet) per combat round, or one league (3 miles) per hour of travel. Difficult terrain will halve this speed, as will being *encumbered*.

A mortal is encumbered if they are wearing too much gear or carrying too heavy a load. A creature's basic encumbrance *threshold* is equal to 4 + the higher of their Constitution or Strength modifiers. Carried gear and treasure counts against this as follows:

Item	Encumbrance
Light Armor	1
Medium Armor	2
Heavy Armor	3
Light or Medium Shield	+1
Heavy Shield	+2
Four Small or Light Weapons	+1
Two Medium Weapons	+1
One Heavy Weapon	+1
Oversized Weapon (polearm)	+1
Per 50 lbs of backpack load	+1

As long as the carried armor and gear is less than the character's encumbrance threshold, they are *unencumbered*. Past this, up to twice their threshold, they are lightly encumbered. A lightly encumbered character's dash rate is halved, and all Constitution saving throws that they make to avoid fatigue are *harder*. Past twice the character's encumbrance threshold, they are *heavily encumbered* – their speed is halved (to 3 paces per combat round), they cannot dash, and most actions become *harder*.

Combat Rules

Combat occurs in 6-second combat rounds (as opposed to 10-minute *exploration rounds*). When combat begins, each creature rolls a d20 to determine their *initiative* score; creatures that are surprised immediately subtract their Perception skill threshold from their initiative.

Weapons and Equipment

In combat, your goal will usually be to defeat the enemy by *attacking* to deplete their *hit points* before they do the same to you. To this end, most mortals wear *armor* and wield *weapons*. There are four sizes of weapon: *small*, *light*, *medium*, and *heavy*. Small weapons deal 1d6-1 damage and can be wielded in your off-hand, adding its damage to your main weapon's attack; *light* weapons deal 1d6 damage and can also be wielded in your off-hand. Medium weapons deal 1d6+your Strength modifier damage, and can be wielded one-handed in your main hand unless you're a halfling; halflings must wield them two-handed. If your Strength score is less than 13, you can wield it two-handed to deal 1d6+1 damage instead. Heavy weapons deal 2d6+your Strength modifier damage and *must* be wielded two-handed.

Armor reduces the damage of most weapon attacks that hit you. Light armor (such as a leather cuirass or a jack vest) typically reduces damage by 1 per weapon, while medium armor reduces it by 2, and heavy armor reduces it by 3. Certain weapons have the *piercing* property, which halve the effectiveness of most armors (round down, so heavy armor that would reduce a piercing weapon's damage by 3 instead only reduces it by 1); however, some armor (such as a full suit of plate) is *hardened*, allowing it to ignore the effect of piercing weapons. Most non-weapon attacks ignore armor completely.

Any damage that gets through your armor reduces your *hit points*; if your hit points are reduced to zero, you are *dying*. Some weapons and attacks can also *stun*; a *stunning* attack subtracts its damage from both your hit points and your initiative. If your initiative drops to zero, you lose your turn and have to re-roll it at the end of the round.

Combat Actions

Each creature with an initiative score of 1 or greater gets a *turn* to act during a combat round, starting with the highest initiative score. During a creature's turn, it can *move* up to 5 paces, and perform one *action*. Possible actions are:

Attack - make one ranged or melee attack. Ranged attacks will *provoke* attacks of opportunity.

Dash - move 15 additional paces if unencumbered, or 5 additional paces if encumbered (total 20 / 10).

Evade - focus entirely on defense.

Guard - focus entirely on opportunity attacks. If you're wearing a shield, ranged attacks against you also become *harder*.

Task - perform some other action. This will often *provoke* attacks of opportunity.

Reactions

Each creature with an initiative score of 1 or greater also gets a *reaction*, which it can perform on its turn or another creature's turn. Possible reactions are:

Dodge - roll a d6 and add your Dexterity modifier, then subtract the result from an attack throw that is about to hit you. If you *evaded* as your last action, you get your reaction back if the attack misses.

Dodge (blast) - if you just succeeded at a Dexterity saving throw vs. a blast, bolt or ray, roll a d6 and add your Dexterity modifier, then move that many paces. If this escapes the blast altogether, it doesn't affect you, and if you *evaded* as your last action you also get your reaction back.

Parry - if you are wielding a weapon or shield that can parry, roll its *parry value* and subtract the result from a melee attack throw that is about to hit you. If you *guarded* as your last action, you get your reaction back if the attack misses.

Opportunity Attack - make one melee attack against a provoking creature within range. If you *guarded* as your last action, you get your reaction back if your opportunity attack hits.

Critical Hits & Death

If an attack throw rolls a '20', it's a *critical hit*. When a creature with 1 or more hit points remaining suffers a critical hit, it must immediately make a Constitution saving throw vs. death; if it fails, its hit points immediately drop to zero. If it succeeds, it loses half its current hit points (round down), after the attack's main damage is applied. For example, if a creature with 33 maximum hit points and 28 current hit points was hit by a d6 shortsword attack that dealt 5 damage and achieved a critical hit, first the shortsword would reduce the creature's hit points to 23. Then, the creature would make a Constitution saving throw vs. death; if they fail, they are reduced to zero hp. If they succeed, they are instead reduced to 12 hp (half of 23).

Dying

A creature with zero hp is *dying*. Dying means that it is at zero initiative, and is *unconscious* and *helpless* - it can't move, act, or react, and all attacks against it are *easy*. Whenever a creature with zero hp suffers damage, it must also *save vs. death* or die.

At the end of each round, after all other creatures have acted, a creature that is dying must *save vs. death* or die. If its save vs. death rolls a '20', it *stabilizes* and is no longer dying - it immediately rolls one *hit die* and regains that many hit points. It's still *unconscious* and *helpless* until it wakes up.

Unconscious and Helpless

An unconscious creature is unaware of its surroundings, and is also helpless. A helpless creature has no initiative, can't move, act, or react, and all attacks against it are *easy*. At the end of the round, it rolls a Constitution saving throw to attempt to regain consciousness; if it succeeds, it regains consciousness and may roll a new initiative score at the end of its *next* round.

Stunned

A creature reduced to 0 initiative is *stunned*. It immediately loses its reaction and its next action (including its movement); at the end of the next combat round, it must roll initiative to rejoin the fray. It can't move, but it isn't *helpless*.