

“Classic Fantasy Roleplaying Game”

Combines Old School Renaissance design simplicity with modern d20 design consistency and mechanics. Based on the OGL SRD 1.0.

Ability Scores

Strength (STR) – Physical prowess; used for physical skills, melee weapon attacks,

Intelligence (INT) – Mental acuteness and agility; used for skills, languages, arcane spellcasting

Wisdom (WIS) – Perceptiveness, willpower, intuition, and judgment; used for perception skills and divine spellcasting

Dexterity (DEX) – Physical agility and coordination; used for missile weapon attacks, avoiding attacks, skills requiring high coordination

Constitution (CON) -- Physical stamina, endurance, and health; used for resistance to damage and fatigue (hit points), endurance skills

Charisma (CHA) – Strength of personality and leadership; used for some social skills and influencing others

Ability Score Generation

Option 1: Roll 3d6 in order. Can subtract points from scores to raise others; for every two points subtracted raise one score by one point. Can't lower score below 9 nor raise above 18.

Option 2: Roll 3d6, arrange as desired.

Option 3: Roll 4d6, drop lowest, arrange as desired.

Option 4: Place array 16, 14, 14, 11, 10, 8 as desired.

<u>Ability Score</u>	<u>Ability Modifier</u>
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Races

Human. +1 to any ability score. Pick any one bonus skill.

Dwarf. +1 CON, -1 CHA. Gain Dungeon Lore skill. Low Light Vision. Speak Dwarvish. Fort saves +1, Axe or Hammer proficiency.

Elf. +1 Dex, -1 CON. Immune to Sleep & Charm. Low Light Vision. Speak Elvish. Sword or Bow proficiency. Gain Perception skill.

Halfling. +1 Dex, -1 STR. Gain Stealth skill. +1 to ranged/thrown weapon attacks. +1 Initiative.

Basic Classes

Cleric

Hit Die: d6

Armor Proficiency: Light, Medium, Heavy, Shields

Weapon Proficiency: Pick two at first Level

Skills: Religious Lore, plus one other, plus one additional skill per point of INT bonus

Abilities: Spellcasting, Domain, Channel Divinity (sacrifice spell for healing spell or radiant damage), Orisons

BAB: Medium

Good Save (+2): Will

Fighter

Hit Die: d8

Armor Proficiency: Light, Medium, Heavy, Shields

Weapon Proficiency: Pick four at first Level

Skill: Athletics, plus one other, plus one additional skill per point of INT bonus

Abilities: +1 to "to hit" rolls (1st), Additional Weapon proficiencies (4th, 8th, 12th, 16th, 20th levels), additional attacks (6th, 12th level)

BAB: Good

Good Save (+2): Fort

Mage

Hit Die: d4

Armor Proficiency: None

Weapon Proficiency: Pick one at first Level

Skill: Arcane Lore, plus one other, plus one additional skill per point of INT bonus

Abilities: Spellcasting, Spellbook, Cantrips

BAB: Poor

Good Save (+2): Will

Thief

Hit Die: d4

Armor Proficiency: Light

Weapon Proficiency: Pick two at first Level

Skill: Perception, Stealth, Open Lock, Disable Device, Sleight of Hand, plus one additional skill per point of INT bonus

Abilities: Sneak Attack, additional weapon proficiency, +1 Initiative
BAB: Medium
Good Save (+2): Reflex

Swordmage (Fighter/Mage)

Hit Die: d6
Armor Proficiency: Light, Medium, Shields
Weapon Proficiency: Pick two at first Level
Skill: Athletics, Arcane Lore, plus one additional skill per point of INT bonus
Abilities: Spellcasting, additional weapon proficiency
BAB: Good
Good Save (+2): Fort

Advanced Classes

Druid

Hit Die: d6
Armor Proficiency: Light, Medium, Shields (natural materials only)
Weapon Proficiency: Pick two at first Level
Skill: Perception, Nature Lore, plus one additional skill per point of INT bonus
Abilities: Spellcasting, Shapechange or Animal Companion, Orisons
BAB: Medium
Good Save (+2): Will

Bard (Mage/Thief)

Hit Die: d4
Armor Proficiency: Light, Shields
Weapon Proficiency: Pick two at first Level
Skill: Acrobatics, Arcane Lore, Sleight of Hand, Perform, plus one additional skill per point of INT bonus
Abilities: Spellcasting, Perform Effects
BAB: Medium
Good Save (+2): Reflex

Paladin (Fighter/Cleric)

Hit Die: d8
Armor Proficiency: Light, Medium, Heavy, Shields
Weapon Proficiency: Pick two at first Level
Skill: Athletics, Religious Lore, plus one additional skill per point of INT bonus
Abilities: Spellcasting, additional weapon proficiency, aura, lay on hands
BAB: Good
Good Save (+2): Will

Ranger (Fighter/Druid)

Hit Die: d8
Armor Proficiency: Light, Medium, Shields

Weapon Proficiency: Pick three at first Level
Skill: Athletics, Nature Lore, plus one additional skill per point of INT bonus
Abilities: Spellcasting, additional weapon proficiency, animal companion
BAB: Good
Good Save (+2): Fort

Scout (Fighter/Thief)

Hit Die: d6
Armor Proficiency: Light, Medium, Shields
Weapon Proficiency: Pick three at first Level
Skill: Athletics, Stealth, Perception, plus one additional skill per point of INT bonus
Abilities: Additional weapon proficiency, +1 initiative, Sneak attack
BAB: Good
Good Save (+2): Reflex

Gaining Levels

- Gain one Hit Die + CON modifier hit points at each level gained
- Gain abilities per class table
- All classes get an additional Weapon Proficiency at 10th, 15th level
- All classes (except fighters) get an additional attack at 11th level (some classes). Fighters get an additional attack at 6th and 12th level.

Hit Points and Hit Dice

- Each class has a Hit Die that determines Hit Points.
- Hit Points represent a combination of a character's endurance, luck, and physical toughness. Loss of hit points above a character's CON score subtract from luck and endurance; loss of hit points below a character's CON score represent physical wounds.
- Character starting Hit Points are the Maximum of the Hit Die, plus CON Modifier.
- At each level gained, the character increases Hit Points by rolling the Hit Die, plus the CON Modifier. (Optional) Instead of rolling the Hit Die, the player may choose instead to take a fixed value of (Hit Die Maximum/2) + 1; i.e. Mage/Thief 3, Fighter 5, Cleric 4.

Saving Throws

- There are three saving throw types, Fortitude, Reflex, and Will.
- A saving throw is made by rolling a D20 and adding any Saving Throw modifier plus a relevant attribute.
- Fortitude: Better of STR or CON
- Reflex: Better of INT or DEX
- Will: Better of WIS or CHA
- Each class has a "Good" save for which it has a saving throw bonus.
- Save increases: +1 bonus to Good saves at 5th, 10th, 15th, 20th level; +1 bonus to other saves at 6th, 12th, 18th level.

Bonus Stacking

- Any check, attack, or other d20 die roll may have multiple types of bonuses or modifiers that could potentially apply.
- Only the largest bonus of a particular type applies (type and source are the same concept).
- Examples of bonus types are ability modifier, race, class, armor, shield, magic, and circumstance.
- For example, a fighter with DEX 14 wearing +1 *chainmail* and carrying a +2 *light shield* and behind partial cover would have AC 21 (Chainmail base 15 + 1 ability modifier + 1 shield + 2 circumstance +2 magic [higher of +2 *shield* and +1 *chainmail*]).

Armor Proficiency

Armor Class. AC = AC Base from Armor, plus Dex Bonus, Shield Bonus, and any bonuses from Magic or Circumstance

Armor Types:

- Light (Cloth, Leather)
- Medium (Hide, Scale, Chain Mail)
- Heavy (Splint, Plate Mail, Full Plate)
- Shield (Light, Heavy)
- If not proficient, move as if encumbered (10'/round), cannot cast spells

Armor	Type	AC Base	Dex Max*	Speed	Special
None	N/A	10 (base)	full	full	n/a
Cloth	Light	11	full	full	n/a
Leather	Light	12	full	full	n/a
Hide	Medium	13	full	full	
Scale Mail	Medium	14	+2	full	
Chain Mail	Medium	15	+2	full	
Splint Mail	Heavy	16	none	-5	-3 Stealth**
Plate Mail	Heavy	17	none	-5	-3 Stealth
Plate Armor	Heavy	18	none	full	-3 Stealth
Light Shield	Shield	+1 AC	full	full	hand free***
Heavy Shield	Shield	+2 AC	full	full	no hand free

* For some armors there is a limit to the amount of Dexterity bonus a character can apply to AC.

** Heavier metal armors make it more difficult to move stealthily.

*** Light shields are strapped to the forearm, leaving a hand free to carry a torch, other item, or cast spells. Heavy shields required both the forearm and hand, so the hand cannot be used to carry an item or cast spells. One cannot carry an off-hand weapon in a light shield hand and fight with two weapons, however.

Circumstance bonuses to AC:

- Partial Cover (+2 to AC and Reflex Saves): e.g. an average tree trunk, another character, a parapet, or something up to the character's waist
- Full Cover (+4 to AC and Reflex Saves): e.g. a corner, an arrow slit, or something up to the character's nose.

Weapon Proficiency

- Weapon Proficiency is selected by group of weapons: Large swords (Greatsword, Bastard Sword, Long Sword), Small Swords (Rapier, Short Sword, Dagger), Hammers (Maul, Warhammer, Throwing hammer), Axes (Greataxe, Battleaxe, Throwing axe), Club (Club, Mace, Morningstar, Flail), Staff, Polearm (Spear, Halberd, Pike), Bow (Longbow, shortbow), Crossbow (Light Crossbow, Heavy Crossbow), Sling, Unarmed.
- Basic proficiency allows trained weapon use. Use of a non-proficient weapon is -2 to all attacks, and no more than 1d6 damage regardless of weapon type.
- After 1st level, additional proficiencies applied gain proficiency in either a new weapon group or raise proficiency level in a known group.
 - At two proficiencies (Advanced proficiency) gain +1 to hit and 2x weapon dice damage
 - At three proficiencies (Expert proficiency) gain +2 to hit and 3x weapon dice damage
 - At four proficiencies (Master proficiency) gain +3 to hit and 4x weapon dice damage

Weapon	Group	Damage	Range	Special
Greatsword	L. Sword	2d6	-	Two-handed*
Bastard Sword	L. Sword	1d8	-	1d10 if used two-handed
Longsword	L. Sword	1d8	-	-
Rapier	S. Sword	1d8	-	Finesse**
Short Sword	S. Sword	1d6	-	Finesse, Off-hand***
Dagger	S. Sword	1d4	20'	Finesse, Off-hand, thrown [†]
Maul	Hammer	1d12	-	Two Handed
Warhammer	Hammer	1d8	-	-
Throwing Hammer	Hammer	1d6	20'	Off-hand, Thrown
Greataxe	Axe	1d12	-	Two-handed
Battleaxe	Axe	1d8	-	-
Throwing Axe	Axe	1d6	20'	Offhand, Thrown
Club	Club	1d4	10'	Off hand, Thrown
Mace	Club	1d6	-	Off hand
Morningstar	Club	1d8	-	-
Flail	Club	1d10	-	Two-handed
Quarterstaff	Staff	1d8	-	Two-handed, Double ^{††}
Spear	Polearm	1d6	-	One handed
Halberd	Polearm	1d10	-	Two-handed
Pike	Polearm	1d10	-	Two-handed, Reach ^{†††}

Longbow	Bow	1d8	200'	Cannot be used mounted
Shortbow	Bow	1d6	100'	-
Heavy Crossbow	Crossbow	1d10	100'	No multiple attacks
Light Crossbow	Crossbow	1d6	60'	-
Sling	Sling	1d4	60'	-
Unarmed	Unarmed	1d4	-	Cannot be disarmed

*Two-handed weapons require both hands to use, and cannot be used with a shield.

**Finesse. Use higher of DEX or STR modifier for “to hit” rolls. STR modifier is still used for damage rolls.

***Off-hand. An off-hand weapon can be used with another one-handed weapon for fighting with two weapons.

†Thrown. A thrown weapon may be thrown up to its range. It used DEX modifier to-hit, STR modifier for damage

†† Double. A double weapon may be used as if fighting with two weapons. Each attack does one die lower than when used as a double weapon (so 1d6 damage each attack)

††† Reach. A reach weapon may be used to attack an enemy in a second rank, or up to 10' from the user.

Melee weapons (L. Sword, S. Swords, Hammers, Axes, Clubs, Polearms, Staffs, Unarmed) can be used against opponents within 5' (~2 meters), unless the weapon has Reach. STR is used as a bonus to “to-hit” attack and damage rolls with melee weapons (except for Finesse and Thrown weapons).

Ranged weapons (Bows, Crossbows, Slings, Thrown weapons) can be used against any target within range. DEX is used as a modifier to “to hit” attack rolls. No modifier is used for damage rolls (except for Thrown weapons).

Skills

- Checks are d20 roll plus ability score modifier plus any other relevant modifier (e.g. GM-granted circumstance bonus)
- Each character is proficient in one or more skills granted by race or class. In addition, a character may choose to be proficient in one additional skill per point of INT bonus. INT penalties do not reduce skill proficiencies.
- Skill proficiency, gain +3 bonus on attribute checks when performing this task, in addition to attribute modifier.
- Skill types:
 - Perception (WIS)
 - Stealth (DEX)
 - Open Lock (DEX)
 - Disable Device (INT)
 - Sleight of Hand (DEX)
 - Athletics (STR)
 - Acrobatics (DEX)
 - Ride (DEX)

- Religious Lore (INT)
- Arcane Lore (INT)
- Nature Lore (INT)
- Military Lore (INT)
- History Lore (INT)
- Dungeon Lore (INT)
- Persuade (CHA)
- Perform (CHA)
- Heal (WIS)
- Craft (INT)
- Disguise (INT)
- Skill Difficulties
 - Easy. DC 5. Most people should achieve under most circumstances.
 - Average. DC 10. Average person succeeds 50% of time. Experts succeed most of the time.
 - Difficult. DC 15. Expert succeeds about 50% of time.
 - Extremely difficult. DC 20. Average person almost never succeeds. Experts have difficulty.
 - Nigh Impossible. DC 25. Only an expert has a remote chance of succeeding.

Combat

- Cyclic Initiative. D20 + DEX modifier + any Initiative modifier; highest goes first.
- Each round is six seconds; 10 rounds to the minute. All characters and monsters act in each round in initiative order, then the next round begins, until combat ends or one side withdraws.
- Actions: Move & Attack in each turn, in any order.
 - Move: Move up to your speed, or other action that takes brief concentration (e.g. retrieve and drink a potion, stand up from prone)
 - Attack: Attack, cast spell, move or other action that takes brief concentration.
 - Characters may speak short phrases in conjunction with their actions.
 - Complex actions that require focus – like using the Heal skill – cost both a move and attack action.
- Critical Hits. A natural 20 on an attack roll is a Critical Hit. Maximum possible damage is inflicted. Alternately, the player may choose to forgo doing damage and instead Trip the enemy (enemy falls prone) or Disarm the enemy (if the enemy is using a weapon).
- Actions when threatened. A character may not cast a spell or use a missile weapon when in melee range of an enemy. However, a character may make either an Acrobatics check (DC 15) or Constitution check (DC 15) to perform the action.
- Additional attacks. When a character gains an additional attack, it occurs in the same attack action, and may be against the same target or a second target within range.

- Fighting with two weapons. A character may fight with a weapon in each hand, provided that one or both weapons have the “Off Hand” property and the other weapon is a one-handed weapon. When fighting with two weapons, the character may use the weapons against the same or separate targets in one Attack action. Fighting with two weapons simultaneously requires more skill than using a single weapon, so the character may not add any STR bonus to damage inflicted any time both weapons are used to attack in a round.

- Nonlethal damage. An attacker striking with a melee weapon may choose to do non-lethal damage. If an opponent takes non-lethal damage, he or she falls unconscious when reaching 0 hit points but is not dying. Non-lethal damage goes away once the character receives one point of healing and gains consciousness.

- Grappling. A character may grapple (wrestle) an opponent by making a successful unarmed attack, but choosing not to deal damage on the first attack in order to establish the grapple. After the first successful grapple attack, each subsequent unarmed attack automatically hits and deals non-lethal damage. A grappled opponent may make a STR check to successfully break free of the grapple (DC = opponent's STR score plus any Unarmed attack bonus from Unarmed proficiency). A grappled character may only attack the grappler with an unarmed attack or with a weapon with the off-hand property.

- Combat conditions. The following combat conditions can apply circumstance bonuses as follows:

- Higher Ground. Attacking from higher ground or an elevated position gains +1 to hit.
- Prone. The character lies on the ground. Attacks against the character gain +2 to hit; a prone character suffers -2 to hit on attacks.
- Grappled. Attacks against a grappled character are made at +2.
- Flanked. A character attacking an opponent with an ally on the opposite side of the opponent is flanking and gains +2 to attack.
- Concealment. Attacking from concealment gains +2 to hit; attacking a concealed opponent suffers a -2 penalty to hit.
- Unaware or invisible. Striking an unaware opponent gains +4 to hit.
- Invisible. Striking while invisible gains +4 to hit. Attacking an invisible opponent suffers -4 to hit.
- Cover. A character with partial cover gets a +2 bonus to AC and Reflex Saves; a character with full cover gains a +4 bonus to AC and Reflex Saves.
- Stunned, Dazed, Immobilized: A dazed, stunned, or immobilized opponent suffers a -4 penalty to AC and Reflex saves.
- Reminder: Only the largest bonus from a circumstance applies. So two attackers flanking a prone opponent gain only a +2 “to hit” bonus.

Death and Dying

- A character reduced to 0 hit points falls unconscious and is dying.

- Each round the character is dying, he or she must make a Fortitude saving throw against DC 10. Failure means the character dies. A result over 20 means the character automatically stabilizes.
- If a character stabilizes by an exceptional success on a saving throw, or is otherwise stabilized by the use of the Heal skill or magical means, he or she is no longer dying, but remains unconscious at 0 hit points.

Healing and Rest

- A character may be healed via natural means, the Heal skill, or magical means.
- When wounded, for each day of complete rest without assistance, the character recovers one (rolled) Hit Die + CON modifier of hit points. With the assistance of someone with the Heal skill, the Hit Die result is maximized.
- A character may use the Heal skill to stabilize a dying character by spending one round applying first aid.
- By taking a short rest of an hour, a character can recover up to one (rolled) Hit Die in hit points, provided the character still has his or her CON Score in hit points remaining at the start of the rest period, up to his or her maximum Hit Points. (Example: Edda the 3rd level Fighter has a CON of 14, a maximum of 22 hit points, and has 16 Hit Points at the end of a fight. After a short rest, she rolls 1d8 and regains 7 hit points of fatigue and is back to her maximum of 22. However, if she had had 13 hit points at the end of the fight, she could not recover any Hit Points by a short rest, as she has physical wounds which must heal.)
- If a character with the Heal skill performs first aid during a short rest, the resting character gains an additional (1 + CON bonus) (minimum 1) Hit Points. These Hit Points are gained even if the character's Hit Points at the start of the rest are below his or her CON Score.
- Magical healing (spells, potions) immediately restore hit points. A character cannot have more hit points than maximum.

Spellcasting

- Spells fall into two categories: arcane and divine. Mages and Bards cast arcane spells; Clerics, druids, paladins, and rangers cast divine spells. Arcane spells use INT (mage) or CHA (bard) as their related mental ability; Divine spells use WIS (cleric, druid, ranger) or CHA (paladin) as their related mental ability.
- A minimum INT, WIS, or CHA of 10 is needed to cast spells (see class description to determine which one).

- Casting most spells takes an attack action, or about three seconds of time out of combat. Some spells have longer casting durations specified in minutes (10 rounds per minute) or hours.
- Spellcasters choose a number of spells from each level they know to “prepare” each day according to the “spells per day” table in their class description.
- Spellcasters cast spells by choosing from among prepared spell to cast. A spellcaster may cast as many prepared spells per day as shown on the “spells per day” table, plus one additional casting per point of spellcasting attribute bonus.
 - Exception: Orisons and Cantrips do not need to be prepared and have no limits on the number of castings per day.
- If a spellcaster has used up all allowed spells per day of a certain level, but still has higher level spell casting slots available to use, he or she may choose to cast a lower level spell using the higher level slot.
- Some spells require saving throws to determine how effective they are against their targets. The saving throw is type is usually Will, but may be Fort or Reflex. The DC for a spell saving throw is 10 plus the level of the spell slot used to cast the spell.
- A character must have at least one hand free and be able to move to make the motions needed to cast spells, and be able to speak the magical words.