

Abilities

Strength (STR), Dexterity (DEX), Mind (MIND).

Roll for each ability, 4d6 drop lowest die.

Ability bonus = (STAT-10)/2, round down.

Races

Human: +1 to all skill rolls

Dwarf: +2 STR

Halfling: +2 DEX

Elf: +2 MIND

Classes

Fighter: can wear any type of armor and uses shields, speciality skill: athletics, and gains 4 hit points per level. Weapon specialization: use heavy weapons in one hand and be able to use two-handed weapons.

Rogue: can wear light armor, speciality skills: subterfuge, agility and communication, and gains 3 hit points per level. Sneak attack: if opponent is not "on guard" add the rogues subterfuge skill rank to weapon damage.

Wizard: wears no armor, casts arcane spells, speciality skills: knowledge and magic, and gains 2 hit points per level. Signature spell: selects one spell per magic rank and makes it one less level for purposes of casting cost.

Cleric: can wear light or medium armor, casts divine spells, speciality skills: communication and magic, and gains 3 hit points per level. Turn undead: communication + MIND check to hold undead at bay, DC = 10 + undead's HDx2.

Skills

Agility: Reflex save, balance, ride, tumble, use rope, hide, move silently

Athletics: Fortitude save, climb, jump, swim, concentration, survival,

Communication: intimidate, bluff, diplomacy, gather information, perform, sense motive, handle animal

Knowledge: appraise, craft, decipher script, heal, knowledge, speak language

Magic: Will save, spellcraft, use magic device

Subterfuge: Search, disable traps, sleight of hand, disguise, open lock, forgery, listen, spot

Speciality skill roll = 1d20 + level + 3 (+1 for human) + whatever ability bonus is most applicable

Skill roll = 1d20 + level (+1 for human) + whatever ability bonus is most applicable

Roll higher than the given Difficulty Class (DC) to succeed.

Combat

Initiative = 1d20 + DEX bonus. During a players turn to act a player can do one action: Weapons and Armour move, attack, cast a spell, etc.

Unarmed weapon: d4

Light weapon: d6

Medium weapon: d8

Heavy weapon: d10

Great weapon: d12

To hit, an attack roll must be equal or greater than the Armor Class (AC) of the opponent.

AC = 10 + DEX modifier + Armor + Shield.

Melee attack roll = 1d20 + STR or DEX bonus + Level

Ranged attack roll = 1d20 + DEX or MIND bonus + Level

Light ranged weapon: d4

Medium ranged weapon: d6

Heavy ranged weapon: d8

Damage = weapon + STR bonus, x2 for wielding a melee weapon in two hands.

Critical, is an attack that rolls a 20 on the die, it does maximum damage.

Hit Points = STR score + class hit points per level

Light armor: +2 AC

Medium armor: +5 AC

Heavy armor: +8 AC

Shield: +2 AC

Characters can wield two light weapons and attack with both in a round. They are -2 to all attack rolls that round.

Characters can take -4 to all attack rolls to get a second attack. Characters can take -8 to all attack rolls to get three attacks and -12 to get four attacks. The characters total attack bonus must be at least +1 to take the penalty for the extra attacks.

Size increases or decreases damage by one die type per size category.

Magic

Clerics and Wizards can cast spells with a spell level equal or below 1/2 their class level, rounded up.

There is no need to memorize spells in advance. Note: Just because a character can cast any spell, doesn't mean that they should.

Casting a spell deals fatigue damage. The fatigue damage is 1 + the level of the spell being cast. Fatigue damage cannot be healed but is recovered after 8 hours of rest.

Sample Characters

Morris, Human Rogue Level 1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather)
Paired Shortswords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter Level 1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield)
Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Wizard Level 1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes)
Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric Level 1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail)
Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

Level Advancement

Characters begin at Level 1. To gain a level add up the Encounter Levels (EL) of every encounter the characters take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Example

The four adventurers above have just completed a dungeon adventure, and defeated 6 EL1 encounters, an EL2 trap and the EL3 leader.

That's a total of EL11, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

Monsters

Use monsters from the d20 SRD.

Attack bonus and skill ranks are = to HD.

If it's an intelligent critter, they get a skill speciality.

Add any ability bonuses to suit the monster.

Hit points are determined by multiplying the Hit Dice (HD) by 2/3/4/5 then add the creatures STR score.

Encounter Level (EL) = HD, +1 for each doubling of the number of foes.

Sample Monsters

Goblin, STR 8, DEX 12, MIND 11, HD1, hp 11, AC 13, +1 light weapon (mace) 1d6-1, +3 subterfuge

Zombie, STR 14, DEX 6, MIND -, HD2, hp 24, AC 8, +2 slam d6+1

Orc, STR 16, DEX 10, MIND 8, HD1, hp 20, AC 13, +4 medium weapon (axe) d8+3, +3 athletics

Skeleton, STR 10, DEX 14, MIND -, HD1, hp 15, AC 12, +2 medium weapon d8

Ogre, STR 20, DEX 8, MIND 6, HD5, hp 40, AC 14, +8 Heavy weapon (club) d12+3, +3 physical

Small Dragon, STR 14, DEX 12, MIND 14, HD10, hp54, AC 17, +15 bite d8+5 or +10 Fire Breath d20, +3 physical