

## 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

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

Shield: +2 AC

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 Short Swords, +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