

# The Basics

Roleplaying games are about story telling. Each of the players (save one) controls a player character (PC), a fictional character within the game world. The remaining player takes the role of the dungeonmaster (DM) and adjudicates the play of the game. The DM is sometimes called a gamemaster (GM) or the judge. The DM describes the world where the story takes place and what results from the actions of characters in the game. The DM's role is a difficult one. She must respond creatively to the actions of the other players, keep the story moving, and keep the players having fun. The DM also controls non-player characters (NPCs) and other creatures that are in the world.

A good story requires conflict and many of the rules for a role-playing game are designed to provide a well measured challenge to the PCs in various types of conflicts. The remainder of the game, the telling of the story, has little presence in the game rules. It's up to the players to create a vibrant personality for their characters and roleplay these personalities.

## ***The Most Important Rule***

The rules for Enlightened Grogard are designed to facilitate play by providing an existing framework for measuring the outcomes of various actions. However, these rules are only a framework and are not entitlements due to the players. The DM is the ultimate arbiter of what does and does not happen and what can and can not be done.

## ***The Core Mechanic***

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

## **Dice**

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

### **d%**

Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

## Modifiers

A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

## Stacking

In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all), but do not stack if they have the same type or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies. Dodge bonuses and circumstance bonuses however, do stack with one another unless otherwise specified.

## Modifier Types

### *Ability Modifier*

The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities. See Abilities, below.

### *Armor Bonus*

An armor bonus applies to Armor Class (see Defenses in Chapter 7: Combat) and is granted by armor or by a spell or magical effect that mimics armor. Armor bonuses stack with all other bonuses to Armor Class (even with natural armor bonuses) except other armor bonuses. An armor bonus doesn't apply against touch attacks, except for armor bonuses granted by force effects (such as the mage armor spell) which apply against incorporeal touch attacks, such as that of a shadow.

### *Circumstance Modifier*

A circumstance bonus (or penalty) arises from specific conditional factors impacting the success of the task at hand. These bonuses are determined by your DM during play. Circumstance bonuses stack with all other bonuses, including other circumstance bonuses, unless they arise from essentially the same source.

### *Dodge Bonus*

A dodge bonus improves Armor Class (and sometimes Reflex defense) resulting from physical skill at avoiding blows and other ill effects. Dodge bonuses are never granted by spells or magic items. Any situation or effect (except wearing armor) that negates a character's Dexterity bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. Dodge bonuses apply against touch attacks.

### *Insight Bonus*

An insight bonus improves performance of a given activity by granting the character an almost precognitive knowledge of what might occur. Multiple insight bonuses on the same character or object do not stack. Only the highest insight bonus applies.

### *Magic bonus*

A bonus granted because a creature is using a magic item or spell to enhance his abilities.

### *Racial bonus*

A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. If a creature's race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form.

### *Shield Bonus*

A shield bonus improves Armor Class (and sometimes Reflex defense) and is granted by a shield or by a spell or magic effect that mimics a shield.

### *Size Modifier*

A size bonus or penalty is derived from a creature's size category. Size modifiers of different kinds apply to Armor Class, attack rolls, Hide checks, grapple checks, and various other checks.

### *Other Modifiers*

The modifiers listed above are the most common. Other modifiers exist.

## **Rounding Fractions**

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

*Exception:* Certain rolls, such as damage and hit points, have a minimum of 1.

## **Multiplying**

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double ( $\times 2$ ) and a double ( $\times 2$ ) applied to the same number results in a triple ( $\times 3$ , because  $2 + 1 = 3$ ).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal.

## **The Abilities**

Your character has six abilities which are described below. Each ability partially describes your character and affects some of his or her actions.

### **Strength (Str)**

Strength measures your character's muscle and physical power. This ability is especially important for

fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

### **Dexterity (Dex)**

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

### **Constitution (Con)**

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

### **Intelligence (Int)**

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

### **Wisdom (Wis)**

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

### **Charisma (Cha)**

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for sorcerers, and bards.

## **Ability Scores**

Each character has an ability score that represents the degree to which they have that ability. Most of the time, an ability score will be between 6 and 20 though numbers outside that range do occur. An ability score of 10 is considered average.

### **Determining your Ability Scores**

All your character's ability scores start at 8. You then increase a score by spending points. By default, each character begins play with 28 points to spend on ability scores. You must spend all your points when your character is first created. You can not use points to increase your score above 18. You also

do not gain points by decreasing your score below 8.

The table below lists the scores you can buy and their point cost. You get to choose how your points are allocated.

Some DMs may give you more or less points to spend. Others may ask you to determine your ability scores in a different manner altogether.

### Increasing Ability Scores after First Level

Once you have spent your ability points, your ability scores can be altered by your race. See Races below. In addition, each time your character gains a level that is a multiple of 3, you may add +1 to one of your ability scores.

### Ability Modifiers

Each ability, after changes made because of race, has a modifier ranging from -5 to +5 (see the table below). The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty. For ability scores lower than 8 or higher than 18, simply extrapolate based on the table. In general, the ability modifier is equal to the ability score minus 10 and then divided by 2.

Ability Score	Point Cost	Modifier
8	0	-1
9	1	-1
10	2	+0
11	3	+0
12	4	+1
13	5	+1

Ability Score	Point Cost	Modifier
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19+	—	Etc...