

Core Rule Set

Standard Acceptable Races

Race _____ [movement rate]

Dwarf

Dark Dwarf	[35']
Gully Dwarf	[20']
Hill Dwarf	[35']
Mountain Dwarf	[35']

Giantkin

Half-Giant	[55']
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Gnome

Common Gnome	[40']
Rock Gnome	[40']
Tinker Gnome	[30']

Elves

Dark Elf	[60']
Half Elf	[65']
High Elf	[70']
Wild Elf	[65']

Ogrekin

Half-Ogre	[70']
High-Ogres (Irda)	[60']
Minotaur	[60']
Mischta	[60']

Orckin

Half-Orc	[55']
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Fey

Brownie	[45']
Buckawn	[45']
Grig	[40']
Korred	[65']
Pixie	[50']

Other Common Races

Half-Dragon	[60']
Halfling	[50']
Human	[60']
Kender	[55']
Kobold	[50']
Lizardfolk	[60']
Mouseling	[40']
Ratling	[45']
Troglodyte	[60']
Uldra	[45']

Standard Acceptable Classes

Each player begins as a Zero-level character. Players may choose a class and the benefits therein upon reaching 1st level. Though there are no race/class restrictions, it is important to think about the persona of your character and his or her chosen Race & Class when assigning attribute scores. Keep in mind this is not an all-encompassing list.

<i>Class</i>	<i>[hp/lvl]</i>	<i>(prime attributes)</i>
<i>Citizen Class</i>		
Alchemist	[6]	(INT, WIS, CHA)
Blacksmith	[6]	(STR, CON, WIS)
Commoner	[4]	(INT, DEX, STR)
Engineer	[4]	(WIS, INT, CHA)
Woodsman	[7]	(DEX, CON, STR)
Mariner	[6]	(DEX, STR, CON)
Miner	[8]	(STR, CON, WIS)
Noteworthy	[6]	(DEX, CHA, INT)
Soldier	[6]	(DEX, STR, WIS)
<i>Rogue Class</i>		
Assassin	[5]	(DEX, WIS, INT)
Bard	[5]	(INT, DEX, WIS)
Rogue	[6]	(DEX, STR, CHA)
Thief	[4]	(INT, DEX, CHA)
<i>Spiritual Class</i>		
Cleric	[8]	(WIS, CHA, STR)
Druid	[6]	(WIS, INT, CON)
Monk	[9]	(DEX, CON, STR)
Priest	[6]	(CHA, INT, WIS)
<i>Supernatural Class</i>		
Magic-User	[4]	(INT, CHA, WIS)
Sorcerer	[6]	(WIS, INT, CHA)
Sunsage	[9]	(CON, WIS, INT)
Wizard	[4]	(CHA, INT, WIS)
Occultist	[5]	(INT, CON, WIS)
<i>Wanderer Class</i>		
Archer	[5]	(DEX, STR, INT)
Nomad	[6]	(INT, CON, DEX)
Ranger	[8]	(DEX, CON, WIS)
Savage	[10]	(DEX, CON, STR)
Cro-Magnon	[12]	(CON, STR, DEX)
<i>Warrior Class</i>		
Barbarian	[12]	(STR, CON, DEX)
Fighter	[10]	(DEX, STR, INT)
Knight	[12]	(STR, CON, CHA)
Martial	[9]	(DEX, WIS, CON)

Zero-Level Characters

Prime Attributes

The Prime attributes, as listed in the Class Table above represent, in order of appearance, the primary skills inherent to that Class. Players are in no way required to follow or assign attribute scores according to this list.

Hit Points

Zero-Level characters start out with ten (10) hit points.

Weapon Allowance

Choose one weapon from the list below. See the Weapons section for additional information on each weapon type.

Forest Axe
Hand/Throwing Axe
Quarterstaff
Short Bow + Quiver w/20 Standard Arrows
Shortspear
Sling w/20 standard Sling Bullets
Small Club
Smithy Hammer
Whip

Armor Allowance

Choose one of the following armor types and/or shield types below. Be sure to follow the Class armor restrictions. See the Armor section for additional information.

Armor

Brigandine
Light Leather
Studded Leather
Padded/Quilted

Shields

Buckler Shield
Light Wood Shield
Heavy Wood Shield

Starting Money

A meager 25 cp.

Starting Items

Every character will begin their adventuring career with the following items:

Backpack, Small
 Bedroll
 Belt Pouch, Small
 Blanket, Light
 Chalk, 1 piece
 Flint & Steel
 Small Sack
 Torch
 Waterskin

You may also choose two (2) of the following items. This may be two of the same item or two separate items—Player's choice.

Candle
 Chalk, 1 piece
 Hammer
 Hemp Rope [25']
 Knife, Simple
 Net
 Piton
 Torch

General Character Elements

Experience

All characters begin as Zero-Level.

1st Level: 1500 xp

Attributes

Roll 4d6, discard the lowest die, and repeat five times. Assign as desired ~ Or ~ Assign the three highest scores in order of Class prime attributes.

Attributes:

STR: (Melee damage/Melee to-hit/Hurled weapon damage)

DEX: (AC Bonus/Missile to-hit)

CON: (HP bonus per Lvl)

INT: (# additional Languages)

WIS: (Saving throw bonus/Bonus spells per level)

CHA: (# of Hirelings)

Attribute descriptions:

Strength (STR): Measure of muscle & physical power

Dexterity (DEX): Hand-eye coordination, agility, reflexes, balance

Constitution (CON): Health & stamina

Intelligence (INT): Learning & reason (ability to analyze information)

Wisdom (WIS): Willpower, common sense, perception, intuition (awareness of surroundings)

Charisma (CHA): Force of personality, persuasiveness, magnetism, leadership, attractiveness

Score [Modifier]

1-5 [-3]

6-9 [-2]

10-11 [-1]

12-13 [0]

14-15 [+1]

16-17 [+2]

18 [+3]

Alignment

I do not use alignment at this time. Your character's background and personality determine this aspect of your character.

Hit Points

Starting Hit Points (level 0) = 10

Hit Points per level above Level 0 = Class hp + CON modifier

Movement

Movement rates listed in the Race Table above represent the maximum normal encumbered movement rate a character may move in one round (one full minute) at maximum normal speed (not running).

Money

Starting Money = 25 cp

Money Equivalency = 100 cp / 10 sp / 1 gp

Equipment

All standard equipment and prices can be found by going to the Google Drive listed below. If you cannot find an item listed therein please ask your DM.

<https://drive.google.com/folderview?id=0Bxyz6c9fBljNbWFSTk8xZV9ZMTA&usp=sharing>

General Game Elements

Vision

Darkvision

Darkvision enables creatures to see with no light source at all. Everything is seen in shades of gray (ie black & white) and light sources do not hinder this type of vision.

Infravision

Creatures with this vision type can detect infrared radiation. They sense heat rather than light. These creatures can see in complete darkness.

Low-Light Vision

Creatures with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination, while retaining the ability to distinguish color and detail.

Combat

Offense

- 1) $1d20 \pm \text{STR/DEX Modifier}$
- 2) $\text{Result} \geq \text{Opponents AC} = \text{Successful Hit}$
- 3) Roll for Damage

Ranged Weapons

Ranged weapons are those that can be thrown or fire a projectile. Ranged weapons are subject to Range Increments and Rate of Fire (ROF). Each ranged weapon will have a unique Minimum Range, Range Increment, and ROF.

Minimum Range refers to the minimum range required to fire the weapon at an opponent.

Range Increment refers to increments of range beyond the Minimum Range. Any opponents within the initial Range Increment can be fired upon with no penalty. Each range increment above the initial increment will incur a -2 attack penalty. So a weapon with a range increment of 20 and a min increment of 10 would suffer no penalty to attacks between 20' & 30', a -2 penalty between 30' & 50', and -4 penalty between 50' & 70'

ROF or Rate of Fire represents the number of times a ranged weapon can be fired per round.

Defense

Armor Class (AC) is a measure of a character's ability to evade an attack. AC is a combination of dexterity, armor type, and/or any natural racial benefits. In this rule set AC is an ascending scale. Armor Types come in three categories: Light, Medium, Heavy. $AC = 9 \pm \text{DEX Modifier} + \text{Armor bonus} + \text{any Racial attributes}$

Saving Throw / Difficulty Checks/Skill Checks

Saving throws, difficulty checks, and skill checks are made when a character must react to a specific situation or tries to perform some specific act. The Difficulty Class, or DC, is set by the DM based on the task and your character's inherent, implied, or stated/detailed skills. Success or failure is a sliding scale.

Ability modifiers are added or subtracted (depending on the modifier, pos or neg) from your roll. Advancement in level is tied to DC/skill in this system. The higher your level the better the chance your character will succeed.

- 1) d6 Based
- 2) $3d6 + \frac{1}{2} \text{ Level} + \text{Ability Score Bonus}$
- 3) $\text{Result} \geq \text{DC} = \text{Success}$

<i>Difficulty</i>	<i>(DC)</i>
Easy	(5)
Average	(10)
Tough	(15)
Challenging	(20)
Formidable	(25)
Heroic	(30)

Opposed Checks

During an opposed check each character rolls 1d20 and adds the appropriate ability modifier (see list below for examples). A result equal to or greater than your opponent's roll is successful.

- 1) d20 Based
- 2) $1d20 \pm \text{Appropriate Attribute Bonus (set by the DM)}$
- 3) $\text{Result} > \text{Opponents Roll} = \text{Success}$

<i>Task</i>	<i>[Skill]</i>	<i>[Opposing Skill]</i>
Con someone	[Bluff CHA]	[Sense Motive WIS]
Pretend to be someone else [Disguise CHA]		[Spot WIS]
Create a false map	[Forgery INT]	[Forgery INT]
Hide from someone	[Hide DEX]	[Spot WIS]
Sneak up on someone	[Move Silently DEX]	[Listen WIS]
Steal a coin pouch	[Sleight of Hand DEX]	[Spot WIS]
Tie a prisoner securely	[Use Rope DEX]	[Escape Artist DEX]

General Actions Per Combat Round (example actions)

(A round encompasses one full minute, where there are ten 6-second segments. Ten rounds equal a turn.)

Move up to full movement rate

Move up to half of the movement rate and make a melee attack

Move up to half of the movement rate and make $\frac{1}{2}$ normal missile rate of fire (ROF)

Cast a spell

Retrieve a dropped weapon or switch weapons and move half of the movement rate

Drink a potion

Spell Saving Throw DC

Certain spells have saving throws to negate or otherwise reduce the effects of the spell. The DC is set based on several factors: a base score of 10, the caster's level, and the caster's primary attribute bonus (the first attribute listed in the class 'Prime Attributes' field).

DC = 9 + casters level + prime attribute bonus (unless otherwise noted)

Time/Surprise/Initiative/The Round

Time

Time is measured in ten 6 second segments with each combat round consisting of one full minute. See "The Round" section for a detailed explanation.

Surprise

Surprise is determined by rolling a 1d6. Each side or party rolls a 1d6 at the beginning of an encounter when requested by the DM. A roll of a 1 or 2 means the party is surprised. The surprised party will forfeit all actions during the first combat round.

Initiative

Initiative is determined by rolling 1d10. Character's roll initiative each and every round while engaged in combat.

The Round

A Round, or combat round, consists of ten 6-second segments—one full minute.

To determine who does what when, characters roll initiative at the beginning of every round. Characters actions are then carried out in order from lowest to highest initiative. Each character begins their action(s) on a specific time segment, i.e. 1-10. Ten rounds make a turn.

The Turn

A turn encompasses 10 rounds, and so there are 6 turns per hour.