

Characters

Attributes

Player Characters (PC's) have 6 attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These attributes serve to describe just how good the PC is in broad general areas. Each of the attributes is used to produce an Attribute Modifier used in various "saves" and "task" rolls throughout the game. What follows is a general description of each Attribute:

Strength	The main attribute for Fighters. Most hand-to-hand weapons depend on Strength, as does carrying or pushing heavy objects around, or bashing in doors chests, or heads.
Dexterity	The main attribute for Rogues. Some weapons depend on Dexterity, rather than Strength. Ranged weapons like bows, darts, and slings, as well as daggers and rapiers use Dexterity. Dexterity is also used for tasks that depend on manual dexterity, agility, or balance.
Constitution	Not a main attribute for a class, but still very important as it affects the PCs hit points. Constitution is used in task rolls that involve stamina, health, and resistance from disease or poison.
Intelligence	The main attribute for Magic-Users (Wizards). The number of spells a wizard can carve onto his staff is equal to the Intelligence Modifier plus his Class Level. Intelligence is also used in task rolls that involve perception, reasoning, and thought.
Wisdom	The main attribute for Clerics. Just as Wizards carve spells onto their staff, Clerics carve prayers onto the holy symbols they wear. The Wisdom Modifier, plus Class Level, determines the number of these prayers a Cleric may know. Wisdom is also used in save rolls against lose of Will and Fear.
Charisma	Not a main attribute for the four regular classes. The Charisma Modifier is used to aid in saves and tasks in the area of social interactions.

Derived Attributes

Hit Points (HP)	Hit Points (HP) measure the health of characters. Every time damage is taken by a character (or anything else) its HP are reduced. If HP reach 0 the character falls unconscious (devices and constructs are broken). If HP reaches a -10 the character is dead (devices/constructs are destroyed). HP increase at each level of experience by the Constitution Modifier + one Hit Die (HD) determined by the character's class.
Power	Power rates a PCs' ability to tap into the magical power inherent in the world around them. The number and strength of spells or prayers, a PC may cast between periods of rest is determined by their Power Level plus their Class Level.

- 1. Roll 3d6 and assign the number to each of the six attributes. You may assign the rolls in any order you wish, and remember higher is better.**
- 2. Subtract 10 from each of the Attribute totals and divide by 2, rounding toward 0. Resulting in a number between -3 and +4.**
- 3. Write the resulting number down on your Character Sheet.**

Example: Jo rolls 15 and assigns it to Strength.. She subtracts 10, giving 5, and divides by 2, giving 2.5, which she rounds to 2 and writes on her Character Sheet next to Strength. Next she rolls 7 and assigns it to Power. She subtracts 10, giving a negative 3, and divides by 2 giving a negative 1.5, which she rounds to negative 1 (-1) which she writes next to Power on her Character Sheet. Later when she uses her Strength abilities she will add 2 to her rolls, and when she uses her Power abilities she will subtract 1 from her rolls.

Prime Attributes

Each PC will have one or two Prime Attributes, areas where they are especially talented. One of these Prime Attributes comes from the Class, or Profession, of the PC (see next section), but the other may be freely chosen. Each Prime Attributes receives an extra three (3) points added to that Attribute’s Modifier. This makes success at tasks using that attribute much easier.

Example: Jo has decided that she wants to play a tough as nails fighter, and she knows that the “Controlling Attribute” for fighters is Strength, so she is tempted to take her free Prime Attribute in Strength. This would boost her Strength Modifier from 2 to 5, and later when she chooses the Fighter class, her PC’s Strength Modifier would go up another 3 to a total of 8...that would be very nice! But she decides that would be too specialized a character, so she decides to take her free Prime Attribute in Constitution instead. The Constitution Modifier, after all, adds to her PC’s “hit points” each turn, and that is almost as important to a fighter as strength. Right now, her Constitution Modifier is 1, but when she adds her free Prime it goes up to 4, and she will receive an **extra** 4 hit points each time she “level’s up.”

Class

Each PC has a designated “class”, or profession, that describes their training and which confers the skills and special abilities they have. PC’s begin in one of four generic classes: Fighter, Magic-User (Wizard), Cleric, and Rogue (Thief). Each of these classes comes with a number of special abilities and assumed skills, but can also be customized during play as “feats”, “special abilities” and “skills” from their own, or other classes, are added by the player.

Each class has a “controlling” or “main” attribute associated with it. When you choose a PC’s class you give a boost to that specific attribute’s Attribute Modifier of 3. Refer to the following table:

Class	Main Attribute	Abilities and Limitations
Fighter	Strength	Proficient with all weapons and armor. At Level 1 the Fighter gets one skill specialization in a weapon. Starts Level 1 with one weapon of their choice, and leather armor.
Magic-User (Wizard)	Intelligence	Can read/write runes used in magic. Able to cast spells. Able to use <i>only</i> staff, dagger, and thrown darts in combat. May wear no armor heavier than leather while casting spells. Starts Level 1 with a Common Staff inscribed with a few spells.
Cleric	Wisdom	Can read/write clerical runes. Able to pray for favor from their gods (clerical spells). Able to turn undead. Able to lay on “healing hands.” Able to use all simple weapons, although use of any edged weapon (other than one associated directly with their chosen deity) results in loss of the ability to use any other clerical ability for the rest of the day. Able to use all types of armor without penalty. Starts Level 1 with a Holy Symbol inscribed with a few prayers.
Rogue (Thief)	Dexterity	Able to use any simple weapons and armor, but favor light weapons and leather allowing them to move quickly and quietly. Able to climb walls, hide, search, move more silently than usual characters, open locks, pick pockets, sense, set and disarm traps and perform “sneak attacks.” Starts Level 1 with a digger, a set of lock picks and one set of thief’s tools.

Example: Jo chooses to play a fighter. She adds 3 to her PC's Strength Modifier, currently 2, for a total of 5. She will add that 5 to every save and task roll that involves Strength. She will also add the class level of Fighter to every task and save roll that directly involves things that a Fighter does as part of her profession even if Strength is not the appropriate attribute...like using a bow to attack a goblin. So, when she uses a bow she adds her Dexterity Modifier (2) plus her Fighter Level (1) for a total of 3, but when she uses her trusty sword she adds her Strength Modifier (now 5) plus her Fighter Level (1) for a total of 6. If she is simply using her Strength, like in lifting a heavy rock, she uses only her Strength Modifier (5), as her fighting ability doesn't really apply here. Jo also adds a skill specialization to sword, so when she uses her sword she receives her Strength Modifier (5) + Class Level Modifier (1) + Sword specialization (1).

At set steps in experience gained throughout the game the PC's class will increase by a level. As the class levels increase the PC is getting better and better at performing tasks within their professional area. This is demonstrated in the game by the Class Level being added as a DM to task and save rolls within their professional area. On **odd** levels your PC will earn the right to add special class abilities, or general feats. On **even** levels you may add a skill specialization (either within your class or another class) to your PC. PCs will always be better at their profession's skills and abilities than at skills of other professions, but that doesn't preclude them from picking up a bit of ability here and there.

Example: Jo chooses to play a fighter. This gives her basic training in all weapons and armor. She will receive more "hit points" than other classes and will be expected "stand in the front line" and fight against enemies of the group. However, her PC starts with no training or abilities in doing things like "casting spells", "healing wounds", or "picking locks" because those are the skills/abilities of other classes.

Refer to the following Experience Table for when a PC advances to the next level:

Class Level	Experience Points	Class Level	Experience Points
1	1,000	11	66,000
2	3,000	12	78,000
3	6,000	13	91,000
4	10,000	14	105,000
5	15,000	15	120,000
6	21,000	16	136,000
7	28,000	17	153,000
8	36,000	18	171,000
9	45,000	19	190,000
10	55,000	20	210,000

Hit Points

Calculate the Hit Points (HP) by adding the Constitution Modifier to a Hit Die (HD) determined by the character's class. Use the following table:

Class	Hit Die
Fighter	1d10
Cleric	1d8
Rogue	1d6
Wizard	1d4

Example: Don has a Con. Mod. of 3 and he is a Wizard, so he starts the game with 3+1d4 Hit Points.

Power Points

Power Points for Wizards (Magic-Users) are their Int. Mod. Each turn increase Power Points by the Wizard by her current Int. Mod.

Calculate Power Points for Clerics the same way, except use the Wisdom Modifier each turn..

Example: Don, the Wizard, has an Int. Mod. of 5, so he starts the game with 5 Power Points.

Feats or Special Abilities

A Feat is a special ability that a PC has gained due to her experience. There are General Feats which any PC may earn as well as Feats that are specific to the PCs' class. The class specific feats are mostly for Wizards and Clerics, but there are a few feats specific to Fighters and Rogues as well.

Simply choosing a class provides the PC with a number of special abilities. Every Wizard has the special ability to read magic (read and write with runes), cast magical spells and use a staff (or wand or cane) to focus those spells. Every Fighter has the special ability to use *any* weapon or armor without further special training (although special training allows a fighter to *specialize* if they wish). Every Rogue has the special abilities to climb walls, pick locks and pockets, and move more silently than other characters. Every Cleric has the special ability to pray to their gods...and often receive divine favor from them..., to turn the "undead", as well as the gift of "healing hands" allowing them to quickly heal injured and wounded characters. Not all of these special abilities are available at the first level of a class, although most are, and some abilities change as the PC's class levels increase.

Each **odd** Experience Level allows the player to add general, or class specific feats, to their PC. [See [d20 SRD](#), for now, for a list of feats.] As an example, a Wizard can only use her staff, a dagger, or a thrown dart to fight at Level 1...she may attempt to use other weapons, but will be at a -4 disadvantage when doing so. If she wants to be able to use *any* simple weapon (see d20 SRD) she would add the Simple Weapon Proficiency feat to her Wizard...now she can use any sort of simple weapon without the -4 disadvantage.

Example: Jo's PC is a Fighter at Level 1, thus has received the ability to use any weapon or armor already. It is an odd level, so she can also add one more general or class feat to her PC. She considers the Toughness feat (adds a one time 3 to HP), but decides to reject it in favor of Power Attack (increase the damage done by attack by some number of points, at the expense of making it harder to hit your opponent by the same amount).

Skill Specializations

Most of the skills a PC uses are part of her class, or simply handled by Attribute Saves, but the player may wish to customize the PC by adding skill specializations. On even Class Levels one skill specialization may be picked and added to a character sheet. A skill specialization is added to the total used when attempted to successfully complete a task or make a save. This is over and above an benefit gained from the PC's class or Attributes. Although, some skills can be tried, even if they aren't within a PC's class or have a specialization (like listen, spot, or bargain), many may not even be attempted (like pick lock, set/disable traps or use an "exotic" weapon) unless the PC has class or specialized skill with them. (See [d20 SRD](#), for now for list of skills. [I need to modify this list a bit to reflect the names I want to use, though.]

Example: Jo decides that her PC should be able to pick locks, the better to explore those dungeons her group is always roaming. When she advances to the next level, 2 in this case, she adds a skill specialization in Pick Lock, recording it on her Character Sheet in the section for Skill Specializations as Pick Lock 1. Now when a locked door needs opening, she can attempt to open it with her new skill...and if that fails she can still attempt bash it down with her sword. Instead of choosing Pick Lock, Jo could have chosen to specialize in a skill within her class, perhaps becoming a bit better using her sword, but she really wants to be able to pick locks, and now she can...or at least she can try!

Task and Save Rolls

As you play the game, the GM will describe the surroundings your PCs find themselves in, you will state your intentions for your PCs, and the GM will describe the results. In most cases there will be no need to roll dice, the GM will simply decide whether your PC succeeds or fails, but occasionally the outcome will be in doubt and the GM will call for “a roll” to help him decide on the success or failure of a task. These occasions will often occur on tasks where failure could mean injury or death, or could have a significant effect on the path the story takes.

The mechanics for task and save rolls involves the player rolling 1d20 and adding all appropriate modifiers, telling the GM the total, then the GM compares this total to a “target number”, and if the total equals or exceeds this target number the PC succeeded, otherwise the PC failed. The “target number” will always be 15 plus positive or negative modifiers chosen by the Game Master. These modifiers may be characteristics of a PC or NPC (such as an Armor Class or an Attribute Modifier), they may be “Challenge Rankings”(CR) for encounters or devices found in Adventure Modules or books (such as a particular lock having a CR of 4 or a ‘monster’ a CR of 6), or they may be a CR invented by the Game Master on the fly.

***Example:** Jo, our fighter with a bit of lock picking skill is faced with a locked door on her next adventure. The GM decides this is a fairly simple lock (CR 2) and that the set of lock picks Jo picked up with neither help or hurt her, so declares the Target Number to be 17...he doesn't tell this to Jo, just, “This appears to be a simple lock, one that with your dexterity and practice picking locks, might be within your abilities to pick.” Jo decides to try, and whips out her lock picks and sets to work...in game mechanics terms, she adds her Dexterity Modifier (2), her Pick Lock skill (1), and the roll of 1d20 (12), but not her Class Level because being a Fighter doesn't help her pick locks, and tells the GM she got 15. The GM compares the 15 to the target of 17...Jo's PC has failed to pick the lock...and shakes his head says, “Jo tries her best, but she just can't get this lock's tumblers to fall into place. Sorry!” Grumbling, Jo steps back, pulls out her sword, and bashes through the door...alerting any “monsters” in the area. Now, if Jo's party had included a Rogue, like Jim things might have gone differently...Jim has a higher Dexterity Modifier due to his class (5), and can add his Class Level(2) because picking locks is something Rogues do, so he adds 5 + 2 + 1d20 (12), totaling 19, and he would have succeeded in picking that lock allowing his party to enter the room without alerting all the monsters in the area.*

Magic

The Magic-User (Wizard) may cast Arcane spells. **The ability to cast spells is the main benefit of the Magic-User class, and because of that no other class may acquire this ability either as a feat or as a special ability.** [For now, I'll consider Multi-Classing later.] All the Spells a Wizard can cast are carved into her **Magical Staff**, so losing or breaking her staff is a very bad thing to happen to a Wizard. As new spells are acquired by the Wizard has to “learn them”, see the section below, and then she carves them into her staff. Once carved into her staff she may use them, at any time...as long as she has the power and skill to do so.

Spells are rated by power into 10 levels, from 0 to 9. And each spell cast “costs” the Wizard a number of Power Points equal to the Spell's Level+1. As a Wizard advances within her class, she receives more Power Points to use, and also becomes able to cast spells of increasing difficulty and power. Refer to tables below

Spell Level	Power Cost	Available at Class Level
0	1	1
1	2	1
2	3	3
3	4	5
4	5	7

Spell Level	Power Cost	Available at Class Level
5	6	9
6	7	11
7	8	13
8	9	15
9	10	17

Starting Spells

A Wizard begins at Level 1 knowing a number of spells equal to her Power Points + Hit Points.

***Example:** Don, a Wizard starts at Level 1 with 5 Power Points and 6 HP, so he can “buy” spells from costing no more than 11 points from Spells of Level 0 and 1. He chooses 4 Level 0 spells and 2 Level 1 spells to add to his staff. Don could have chosen a Level 2 spell with his starting points, but he wouldn’t have been able to cast it until he reached level 3, so he decided not to.*

Acquiring Spells

After the game begins, a Wizard has to acquire new spells by buying, finding, stealing, or having them taught to him by another Magic-User. Spells are never simply give to the Wizard, even when he Level’s up. Spells above Level 3 are almost impossible to acquire without adventuring into dangerous ruins. New spells may be found on scrolls, in ancient tomes, or carved into wands, canes, staffs, or other things. However, these new spells are unique to their owner, and the task of the Wizard has only begun.

Once a new spells is acquired, the Wizard may write it down in his spell book and begin to study it. The runes that make up the spell follow a standard pattern, but each magic-user has to add his or her special touches in order to activate and control the power of the spell. So the Wizard has to decipher the runes of the new spell and modify them into her personal set of runes. Then she has to practice with the new spell until she has learned to activate and control it. Once that is accomplished, she may carve the new spell into her staff and use it.

Learning Spells

The game mechanic for Learning Spells consists of a series of Intelligence Tasks: decipher the spell; translate the spell; and practice the spell. These 3 tasks must all be successfully completed and completed in the order given.

1. **Decipher the Spell:** This task takes 1 + Spell Level hours to attempt. The task has a CR of the Spell’s Level. If the PC fails the task, she must wait until the next day to attempt it again.
2. **Translate the Spell:** This task takes 1 + Spell Level hours to attempt.. The task has a CR of the Spell’s Level. If the PC fails the task, she must wait until the next day to attempt it again.
3. **Practice the Spell:** This task takes 1 + Spell Level days at 1 hour per day to attempt. The task has a CR of the Spell’s Level. If the PC fails the task, she must wait until the next day to start the attempt again.

***Example:** Later in the game, Don, the Wizard, has found a new spell. The Game Master doesn’t tell Don what the spell is, nor it’s power level. Don first attempts to **Decipher** it using his Wizard Level (5) + Int. Mod. (5) + 1d20 (12) for a total of 22. The GM knows this is a Level 3 spell so it has a CR of 3 and the target number will be 18. The GM tells Don that he has succeeded after 4 hours of constant study: this is a Level 3 spell, the Fireball Spell to be specific. Don is excited! The next day, Don attempts to **Translate** this new spell into his personal set of runes. He again applies his Wizard Level, Int. Mod., and rolls 6 on 1d20...totaling 16. Don is sure that’s not enough, and it isn’t as he needed an 18 to succeed in translating the Fireball Spell, and his failure still ate up 4 hours of his time. He tries again the next day and succeeds! Now he can begin to **Practice** the spell in order to learn how to activate and control it. Starting the next day, Don begins putting in 1 hour a day and continues for 4 days, after which he will roll again against the Target Number. If he fails in this one roll, he may start again and attempt the task after another 4 days of practice, continuing until he succeeds. When he finally succeeds, he can carve the runes for this spell into his staff and begin to actually use it.*

Spell Lists

The Spell List is in the following table [Use [d20 SRD](#) for now. I will be revising this list over the next few days].