

Stats

There are 4 stats : Strength (STR), Dexterity (DEX), Mind (MIND), and Spirit (SPI).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

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

or Assign the following numbers to your three stats: +2, +1, +0, -1.

Races

Humans get +1 to three Stats of their choice

Elves get +2 MIND or +2 DEX and have advantage on saving throws against being charmed.

Dwarves get +2 STR or +2 SPI have advantage on saving throws against poison.

Halflings get +2 DEX or +2 SPI have advantage on saving throws against being frightened.

Half-Elves get +1 to MIND and +1 to DEX and have advantage on saving throws against being charmed.

Half-Orcs get +3 to STR but -1 to DEX and have advantage on attempts to intimidate.

Classes

The classes are Fighter, Rogue, Mage, Cleric.

Fighters wear any kind of armour and use shields.

They add their proficiency bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armour. They add their proficiency bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Magi wear no armour. They can cast arcane spells, and add their proficiency bonus to Knowledge.

Clerics can wear light or medium armour. They cast divine spells and add their proficiency bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points

of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill roll = d20 + proficiency bonus + whatever stat bonus is most applicable to the use + situation modifiers.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Persuading a guard to let you in would be Communication + MIND bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually SPI bonus + proficiency bonus.

The proficiency bonus increases to +3 at 5th level, +4 at 9th level, +5 at 13th level, and +6 at 17th level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind requires a skill roll.

Arcane magic requires a Knowledge + MIND roll, and divine magic requires a Knowledge + SPI roll.

The DC is 5 + spell level attempted. A success means the spell goes off as normal without problems.

Rolling under this number means the spell still goes off, but the caster gains a point of "strain," a cumulative -1 to future spellcasting attempts until a short rest is completed. With a roll of 1, the spellcaster gains a point of strain and cannot cast

that spell again until he has completed a long rest.

Combat

Hit Points = STR Stat + Physical bonus + 1d6/level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + proficiency bonus

Missile attack bonus = DEX bonus + proficiency bonus

Magic attack bonus = MIND or SPI bonus + proficiency bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. Fighters and Rogues can use DEX bonus + proficiency bonus as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Add STR bonus to melee damage, x2 for 2-handed weapons.

Armor class (AC) = 10 + Dex bonus + armor bonus.

Advantage and Disadvantage

Some circumstances provide *advantage* or *disadvantage*. When you have advantage on a roll, you roll 2d20 and take the better of the two results, and you have disadvantage you roll 2d20 and take the lesser of the two results.

The DM will determine circumstances that can cause advantage or disadvantage, but here are some examples.

Advantage

Opponent is stunned

Ally is assisting you in a task

Opponent is unaware of your location

Disadvantage

Attempting ranged attack against adjacent opponent

Opponent is hidden

Attacking from prone

Level Advancement

Each level adds: +1d6 to Hit Points

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND

Fighters gain +1 to their attack and damage rolls at levels divisible by 5.

Clerics and Magi gain access to new spell levels at 3rd level, then every other level beyond 3rd.

Multiclassing

A character can decide, at one point, to begin following a new path, changing his class. Characters may have up to two classes (for example, Fighter/Cleric, or Ranger/Rogue). A multiclass character's Character Level is the sum of the levels in both her classes (a Fighter 2 / Cleric 1 is a level 3 character).

When a character earns the right to go up a level, the player chooses which class to advance or, if the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions and abilities which reference "level" mean "specific class level".