

STATISTICS

Strength (STR), Dexterity (DEX) and Mind (MIND).

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

Roll 4d6, discard lowest to generate stats.

Hit Points (HP) = STR + 1d6/level.

SKILLS

Physical (PHYS), Subterfuge (SUB), Knowledge (KNOW) and Communication (COM)

Skills start at 1 + class or race bonus.

Skill roll = d20 + SKILL + STATb, where SKILL and STAT are determined by DM based on what character is trying to accomplish.

RACES

Human: +1 to all stats

Elf: +2 MIND

Dwarf: +2 STR

Halfling: +2 DEX

CLASSES

Fighter

+3 PHYS, +1 Attack and Damage, +1/5 levels

-1 to minSTR for all weapons and armor, -1/5 levels

Cleave: If fighter kills an opponent in melee, can attack another a adjacent opponent. No more than fighter level attacks per round.

Cleric

+3 COM

Casts divine Spells (no hp penalty from Armour).

No spellbook needed, knows all divine spells.

Turn undead: Magic attack vs. current HP of monster, 10 over DC destroys monster.

Rogue

+3 SUB, +1 Dodge, +1/5 levels.

Sneak attack: Melee attack when opponent is unaware, SUB added to attack damage.

Mage

+3 KNOW, +1MAGa + 1/5 levels

Casts arcane Spells

Can select 1 favored spell/level which costs -1 HP/cast.

Multiclass

Choose a different class on level-up. +3 skill bonuses only at 1st character level. Class benefits based on number of levels in that class, not total character level.

MAGIC

Clerics can cast any Divine spell and Mages can cast any Arcane spell in their spellbook with a spell level equal to or below ½ their class level, rounded up.

Mages start knowing 5 0-level spells and 3 1st level spells. More spells can be gleaned from spellbooks or teachers.

Casting a spell of any kind costs HP equal to 1 + (spell level * 2). This loss cannot be healed normally, but is recovered after 6 hours of rest.

For spells that require a hit, roll Magic attack vs Dodge.

For spells that allow a save, DC is 10 + caster level + MINDb

Sacrifice

Human sacrifice can fuel ritual casting, freeing the mage/cleric from harm, or enhancing the spell. Willing victims contribute 4x their HP.

Rituals

Any spell can be cast as a ritual. 1hr/spell level casting time reduces spell cost 1 hp /spell level. Multiple practitioners can cooperate and either split the hp cost or make the spell more effective or last longer. Effect or duration increases x1 for each doubling of casters.

Magic items

Wands store HP for use by spellcasters, sometimes with restrictions for which spells can be cast or what type of magic. Wands can be crafted in rituals costing 5 HP + 50GP + 1 hour of time per HP of power stored. Example: ring of Feather Fall costs 30 hp + 1000gp.

Magic items can be crafted by rituals costing (10 x spell cost) HP and (1000 * spell level) GP for each spell effect on the item. Groups of casters or human sacrifice make extremely powerful items possible.

COMBAT

Attack

Melee attack (MELa) = level + STRb or DEXb *

Missile attack (MISa) = level + DEXb

Magic attack (MAGa) = level + MINDb

*DEXb can only be used for MELa only up to the amount the character's STR exceeds the weapon's minSTR.

Determine which attack is being used, and add attack bonus to d20 roll. If higher than your opponents DEF, it's a hit. Natural 20 is always a critical hit (see below).

Critical hit: natural attack roll of 20 always hits, does max damage AND ignores armor DR.

Defense

Defense (DEF) = Dodge + Block

Dodge = 10 + DEXb,

Block = STRb + Shield bonus

Block is 0 unless a shield is equipped, or an offhand weapon is equipped, but not used for attacking (in which case -2 penalty still applies for main weapon attack).

Characters cannot use DEX instead of STR for block.

If a character/creature is targeted by multiple assailants in one round, DEF -1/attack for each attack beyond the 1st.

Touch attacks are rolled against Dodge only.

Equipment modifiers

Weapons and armor have a minimum strength to use without penalties. Armor provides damage resistance against all physical attacks, and shields boost blocking defense.

DR: subtract this from each hit taken to get total damage sustained.

Min STR: Player's effective DEXb = (STR - minSTR) or DEXb, whichever is lower. Can easily be negative.

HP penalty: Additional HP cost per arcane spell cast while wearing this armor.

MinSTR: If STR is less than minSTR, reduce MELa by the difference

and

DEXb can be used as MELa modifier only up to STR - minSTR

DEXb penalty: reduce DEXb by this amount while shield is equipped.

Characters cannot cast arcane spells while using shield.

Damage

Add STRb to melee damage, x2 if two-handed.

If HP reaches 0, character falls unconscious and near death. Further damage directly reduces STR. If STR reaches 0, character dies.

ADVANCEMENT

Encounter Level (EL) = HD of defeated foe +1 for each doubling of the number of similar foes.
 Add EL for each encounter to a running total. When character has 10 x level in EL, he advances and resets the EL total.
 If the new level is a multiple of 3, player adds 1 point to their choice of STR, DEX or MIND.
 Player adds 1 to base skill of class, +1 to any other skill.
 Roll 1d6 and add to hitpoints.
 Mage can change favored spell choices for all levels.

EQUIPMENT STATISTICS

Armor

General rule of thumb: minSTR = DR+10, and +HP/Spell = DR.
 To maintain D&D flavor, introduce exceptions and simply modify price, eg: chain shirt (DR4 | minSTR13 | -HP3), should cost double Scale Mail (DR4 | minSTR14 | -HP4).

Example armor table for D&D type game:

Armor	Cost	DR	Min STR
Padded	2 gp	1	11
Leather	10 gp	2	12
Studded Leather	25 gp	3	13
Chain Shirt	100gp	4	13
Hide	15gp	3	14
Scale Mail	50gp	4	14
Chainmail	150gp	5	15
Breastplate	200gp	5	14
Splint Mail	200gp	6	16
Banded Mail	250gp	6	16
Half-plate	600gp	7	17
Full Plate	1,500gp	8	18

Weapons

General weapon classes:

Damage	minSTR	Hands
1d4	None	1
1d6	11	1
1d8	13	1
1d10	15	2
2d6	17	2

1 or 2 hand modifiers:

If 1d6 or 1d8 dam weapon is wielded with 2 hands, it's minSTR is the class below it.
 Similarly, if a 1d10 or 2d6 weapon is wielded with one hand, it's minSTR is raised by 2.
 Eg. A staff does 1d6 damage and is used in two hands: minSTR = none. A dwarven waraxe does 1d10 damage and is wielded in 1 hand: minSTR = 17.

Shields

General shield classes:

Size	Block bonus	DEXb penalty
Light	0	-1
Heavy	2	-2
Tower	4	-3