

<p>If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.</p> <p>Add STR bonus to Melee damage. x2 for 2-handed weapons.</p> <p>Armour Class (AC) = 10 + DEX bonus + Armour bonus.</p> <p>Other Hazards</p> <p>Falling : 1d6 damage per 10'. half damage on Phys+DEX save. DC=depth fallen in feet</p> <p>Spikes : add +1 point to falling damage per 10' fallen. max +10</p> <p>Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.</p> <p>Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.</p>		<p>Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 Kobold = EL1. 2 Kobolds = EL2. 4 Kobolds = EL3, etc.</p> <p>Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.</p> <p>Each level adds:</p> <ul style="list-style-type: none"> +1d6 to Hit Points +1 to all attack rolls +1 to all skills <p>If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.</p> <p>Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.</p> <p>Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.</p>	<p>This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.</p> <p>Stats</p> <p>There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).</p> <p>Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.</p> <p>Stat bonus = (STAT-10)/2, round down.</p>
<p>Hit Points = STR Stat + 1dp/6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.</p> <p>Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.</p> <p>Melee attack bonus = STR bonus + Level</p> <p>Missile attack bonus = DEX bonus + Level</p> <p>Magic attack bonus = MIND bonus</p> <p>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.</p> <p>Fighters and Rogues can use DEX bonus + Level 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.</p> <p>Rapiers count as light weapons, but you cannot wield two rapiers at the same time.</p>	<h3>Combat</h3>	<h3>Level Advancement</h3>	<h3>Classes</h3> <p>The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.</p> <p>Fighters wear any kind of armour and use shields. They have a +3 bonus to physical and attack damage rolls. This increases every five levels on.</p> <p>At 1st level they have light armour. They can use Subterfuge. If they successfully sneak attack a foe but depend on no sound situation they can add their Subterfuge skill rank to the roll of their first attack.</p> <p>Magi wear no armour. They can cast arcane spells, spells, and Knowledge.</p> <p>Clerics can wear light or medium armour. They cast divine spells and gain a bonus to Communication. 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 (2 + Level + MIND Bonus) times per day.</p>
<h3>Combat</h3>	<h3>Magic</h3> <p>Magi can cast any arcane spell, and Clerics any divine spell, with a +1 to all skills spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.</p> <p>Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:</p> <p>Spell Level 0 1 2 3 4 5 6 7 8 9</p> <p>HP Cost 1 3 5 7 9 11 13 15 17 19</p> <p>This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.</p> <p>Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1 upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.</p> <p>The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus</p>	<h3>Sample Characters</h3> <p>Morris, Human Rogue-1</p> <p>STR 12 (+1), DEX 15 (+2), MIND 12 (+1)</p> <p>hp 13, AC 15 (Studded Leather), Paired Shortwords, +0/+0, d6+1</p> <p>Subterfuge +5, all others @ +2</p> <p>Kendrick, Dwarf Fighter-1</p> <p>STR 16 (+3), DEX 13 (+1), MIND 11 (+0)</p> <p>hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4</p> <p>Physical +4, all others @ +1</p> <p>Cholmer, Elven Mage-1</p> <p>STR 12 (+1), DEX 13 (+1), MIND 16 (+3)</p> <p>hp 13, AC 11 (Robes), Quarterstaff +2, d6+1</p> <p>Knowledge +4, all others @ +1</p> <p>Spells: All 0 and 1st level arcane spells.</p> <p>Barnabas, Halfling Cleric-1</p> <p>STR 10 (+0), DEX 16 (+3), MIND 13 (+1)</p> <p>hp 11, AC 18 (Chainmail), Morningstar +1, d8</p> <p>Communication +4, all others @ +1</p> <p>Spells: All 0 and 1st level divine spells.</p>	<h3>Skills</h3> <p>There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.</p> <p>Skill rank = your level + your class or race.</p> <p>Skill roll = d20 + skill rank</p> <p>stat bonus is most applicable to the situation modifiers</p> <p>For example, Climbing would use Physical + STR bonus. Dodging a falling trap is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus.</p> <p>Disabling a trap is Subterfuge + DEX bonus.</p> <p>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 MIND bonus + your level.</p>