

# D[M]20

A Rules-Lite Fantasy RPG



# D(M)<sup>20</sup>

## A Rules-Lite Fantasy RPG

D(M)<sup>20</sup> is a fantasy role playing game which is a hack of the Microlite20 system, which is a hack of 1977 Holmes Dungeons and Dragons, which is a hack of White Box D and D, which is a hack of the Chainmail wargaming rules. This is a labor of love of the author and its existence is an enthusiastic homage to all of its predecessors. It will never make any money, and was never intended to make money.

This is a rules-lite rpg. Everything needed to play the game is contained in this document. It is a reaction to those games that require a ridiculous expenditure of money for numerous tomes and splatbooks, as well as overly complicated and often arbitrary rules. It is written by a veteran gamer who has a single, simple goal – to have fun telling a story with friends. Everything else is secondary . . . including the rules.

### Making a D[M]<sup>20</sup> Player Character [PC]

1. **Come up with a concept**
2. **Choose Your Stats**
3. **Choose Your Race**
4. **Choose Your Class**
5. **Calculate Your Combat Scores**
6. **Calculate Your Hit Points**
7. **Equip Your Character**

#### 1. Come up with a concept

What do you want to play? A stalwart Dwarf warrior? A sly thief with a heart of gold? A doughty Hobbit? A mysterious Elf wizard?

#### 2. Choose Your Stats

There are 3 Stats in DM<sup>20</sup>: Strength [STR], Dexterity [DEX], and Mind [MIND]. They range from less than 0 to over 4 in extreme situations. 0 is the human average. Stats are directly added to most d20 die rolls.

To begin character creation, divide 4 points between the Stats. The highest Stat you can have at 1<sup>st</sup> level is 3 before racial adjustment. The lowest Stat you can have at 1<sup>st</sup> level is 0 before racial adjustment.

**Strength** represents physical strength and toughness

- Adds to Melee attack and damage rolls.
- Adds to Hit Points (HP).
- Adds physical checks and saves as well as resisting the pain of a harsh environment, disease, and poison.

**Dexterity** represents physical coordination and quickness

- Adds to Missile attack rolls.
- Adds to Armor Class (AC).
- Adds to checks and saves requiring speed and coordination as well as dodging fireballs and a dragon's breath.

**Mind** represents intelligence, wisdom, and mental strength

- Adds to Magic Difficulty Class.
- Adds to Spell Points (SP).
- Adds to checks and saves requiring memory and knowledge, as well as resisting mental-based spells and keeping you from looking in the eye of the basilisk.

#### 3. Choose Your Race

There are four races in D(M)<sup>20</sup>: Dwarves, Elves, Hobbits, and Humans. Each race gets its own perks, and you can pick a single Exceptional Ability from the list.

**Dwarves** receive a +1 bonus to their STR. They have Dark Vision [can function in complete darkness, but cannot read or see detail. Does not function within the light cast by a flame or a spell.] for 60', and add +2 to all STR save Checks as well as +1 versus all magic. Dwarves move 20'/round, but are not slowed by any kind of armor, and can carry substantially more than any other race with the same STR.

Dwarves speak their own language as well as common.

Dwarves cannot swim. Rather, they sink like stones.

**Choose one Exceptional Ability:**

1. **Avenger:** All Dwarves hate orcs and their kin [goblins, hobgoblins, bugbears, etc.], but you *really* hate them and have dedicated your life to destroying them whenever possible! Anytime you fight these creatures you are +1 both to hit and AC. You also do a further +d6 damage when you attack your blood enemies!
2. **Blood of Stone:** You only fail a poison or disease save Check if you roll a Critical Failure. Also, any healing roll gives an additional +1 HP, be it a skill check, spell, or healing potion.
3. **Defender of the Clan:** Once per round as a free action you can jump in the way of any attack on an ally within 10' to take the damage herself. This action must be done before damage is rolled. You receive an Awesome Point if you've already been wounded.
4. **Dragon Sense:** You can literally "smell out" precious metals and gems within 60'. You can discern direction, distance and relative size of the hoard with MIND [14].
5. **Foremaster:** Pick one of the following Dwarf-related skills: Stoneworking or Metalsmithing. You only fail on a Natural 1 on your d20 Check on that particular skill.
6. **Stonefist:** You can pound stone into dust with your bare hands, doing d6 damage with your rock-like fists.
7. **Stout:** Not only can you drink as much ale as you want without effect, but you never seem to tire, only needing to have a full sleep of 8 hours but once a week.
8. **Unstoppable:** Your granite-like skin gives you an additional +2 AC.



**Elves** receive a +1 bonus to their MIND. They have Twilight Vision [can perfectly see under a night sky for a full mile – useless underground, does not function within the light cast by a flame or a spell], as well as +2 bonus to all MIND save Checks. Elves are immortal [they can only die from violence or a deep spiritual ennui after having existed for millennia], and are immune to non-magical diseases, magical sleep, and ghoulish paralysis. Elves move 30' / round, 20' in heavy armor.

Elves speak their own language as well as common.

**Choose one Exceptional Ability:**

1. **Aetherically Linked:** You are a nearly transparent being that lives in two worlds at once – the physical and the magical. Begin play with 4 SP, and get +3 SP every level.
2. **Blade Dancer:** Your melees are a ballet of blood and steel. While wielding a long sword and wearing light or no armor, you add +1 to your damage and AC and use your DEX as both your combat and damage bonus.
3. **Eagle Eyes:** You can hit an orc's eye in the dark from 200'. Remove -2 from all Range Penalties and do +1 damage.
4. **Fleet-Footed:** It seems that you have wings on your feet. Your standard move is 45' if you wear light or no armor. Also, you do not lose your DEX bonus to AC if you sprint or charge, and have +2 to Initiative.
5. **Life Bringer:** The radiate the essence of Life, and not only do you get a further +1 on all healing spells and skill checks, but all companions within 20' of you roll d8 for their Bleeding-Out Die, rather than d6.
6. **The Sight:** When you concentrate for a full round and take no other action you can actually *see* magic in front of you as glowing points, nodes and threads of force. You detect magic, see the invisible, and cannot be fooled by illusions.
7. **Warden:** You are the voice of those who cannot speak for themselves, and can speak with and converse with any and all mundane beasts of the forests. These creatures will act as spies and messengers when asked, but are unlikely to risk death unless there is a really good reason. Also, you have some kind of animal companion that never leaves you.
8. **Woodwalker:** You have never gotten lost in a forest, however wild or deep. Not only this but you cannot be tracked, and only fail DEX Checks to move quietly or conceal yourself on a Critical Failure.



**Hobbits** receive a bonus of +1 to their Dexterity. They are tough, and get +2 to all STR save Checks versus both poison and disease. Hobbits move 20' per round, and cannot wear heavy armor. Hobbits are very small, the size of human children. They therefore have a maximum STR of 1, and that is uncommonly large and strong for a Hobbit.

Hobbits speak the common tongue.

Oh, and by the way – they're *Hobbits*. Not Halflings or Half-Folk. Deal.

**Choose one Exceptional Ability:**

1. **Deadly Shot:** You are deadly with the common sling, actually doing d8 damage to any target within short range [50'].
2. **Foodmaster:** It might be a stereotype, but you've embraced it! You are, quite simply, a cook like no other. You can modify even the stalest iron ration into a tasty treat, and everyone in your adventuring party gets a +1 on all save Checks versus both poison and disease as well as a +1 to all healing magic – provided you and you alone have been preparing all of the meals for at least three days.
3. **Giant Slayer:** Never underestimate the resourcefulness of this Hobbit in a fight! You have learned how to use your height to your advantage, and is +1 to hit, damage, and AC against any humanoid opponent of Human size or larger.
4. **Gone in a Twinkling:** While outside you never fail a Stealth Check save on a Natural 1. With a successful DEX [15] you can step behind a tree or shrub and seemingly disappear.
5. **Hobbit for All Occasions:** You are extremely resourceful. Once per adventure you can come up with "just the right thing" for a difficult task at hand. This can be the right tool for an otherwise impossible task, or knowing just the right person that owes you a favor, for example. Subject to GM approval.
6. **Lucky Bloke:** Anytime you roll an Awesome Point you get to roll two d12 and pick the best result.
7. **Skittish:** You are a particularly nimble, moving about quickly in combat. You get a +1 Initiative & AC as well as a further +1 to hit from the rear [yes, that means if you're a Thief you get +5 to backstab]. You also move at 30' . . . but only if running *away* from a fight.
8. **Stout Hearted:** You can look fear in the eye without blinking. You are immune to *Fear* effects caused by either a spell or the natural ability of a monster.



**Humans** receive +1 to both a Stat and a Check. Humans move 30'/round, 20' in heavy armor.

To reflect their generally fortunate nature and how the gods seem to be smiling upon them, all Humans begin every session of play with two Awesome Points rather than one.

**Choose one Exceptional Ability:**

1. **Blood of Heroes:** You seem to have a nearly supernatural potential for greatness. Anytime you roll a Natural 19 or 20 on your Initiative you get +3 to any d20 actions until you roll Initiative next round.
2. **Desert Born:** You were raised in a cruelly hot, dry environment, and therefore for +2 to all rolls to resist heat effects. You have knack for being able to find shelter during the worst heat of the day, and can survive twice as long without water.
3. **Fate's Chosen One:** Things always seem to work out for you. You get THREE Awesome Points at the beginning of each session, rather than the usual two.
4. **North Born:** You were raised in a frigid, arctic environment, and therefore get +2 to all rolls to resist cold effects. You also have a knack for finding shelter and safety from the cold and other relevant winter survival skills.
5. **Resilient:** Fate protects you. You are, quite simply, harder to hit than other people, and get a +2 bonus to your AC.
6. **Seadog:** You were raised at sea, and have +2 to all d20 checks when on a boat or a ship, you are also an excellent swimmer and can hold your breath twice as long as normal.
7. **Street Rat:** You were raised in a densely populated city. When moving through a crowd of any size you are not slowed down, and are +1 to all DEX checks as well as AC when adjacent to at least two allies.
8. **Versatile:** Maybe you were raised by Hobbits or you have an Elven best friend. Whatever it is you can choose any Exceptional Ability from any other race.



## 4. Choose Your Class

There are only four classes in D(M)<sup>20</sup>: Cleric, Fighter, Magic User, and Thief. Each class has its own skills, perks, and powers. Then pick an Exceptional Ability.

**Clerics** are dedicated to a deity or pantheon of deities, and spend their lives in their worship.

- **Combat Bonus:** +1 at 2<sup>nd</sup> level, +1/every other level thereafter [2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, etc.]
- **Class Check Bonus: [+3, +1/level after 1<sup>st</sup>]**
  - Cleric skill checks: Appraise, Craft, Diplomacy, Heal, Knowledge [arcana, history, nobility, planes, religion], Linguistics, and Spellcraft.
  - Cleric Save Checks: MIND based saves and spells
- Can wear light or medium armor, use any shield (except tower) and can use any light or medium weapon. Clerics can only use ranged weapons if they are specifically prescribed by their deity.
- Clerics begin play with 3 + STR Spell Points, +2/Lvl thereafter. The player chooses whether SPs are recovered at sunrise or sunset.
- Turn or destroy the undead. The Difficulty Class is 15+ the HD of the undead. If a Turn Undead roll plus the Cleric's Magic Score beats the DC the undead flee from the caster. If the DC is exceeded by 10 or more the undead are destroyed. This can be done [Level + Mind] times/day.
- During crises a cleric is expected to act both as a leader and advisor.

### Pick one Exceptional Ability:

1. **Animal Friend:** Mundane animals [no magical beasts such as unicorns or dragons] are always friendly to you. While they are calm around you, you cannot speak with them. Given some magical way to speak with animals could get them to cooperate with you, but not to their own destruction and within limitations of their limited intelligence.
2. **Bringer of Comfort:** You radiate warmth and love. When within 30' of you all of your friends are +2 to save versus any kind of *Fear* spells, to which you are immune. Your healing spells are more effective as well, adding +2 to any Cure Wound spell. Any food you cook tastes just a little better.
3. **Demon Hunter:** You automatically detect demons and devils within 100' and can estimate their power relative to your own. You also do an extra d8 when fighting demons or devils in melee combat.
4. **Gift of Tongues:** You can speak with any intelligent being that has a spoken language.
5. **Inspiring:** Once per session you can give a sermon to your comrades before a major battle or significant event where failure is not an option. All of your allies, but not you, get an Awesome Point to use for that battle only. These prayers take at least a full minute, and must be heard to have effect.
6. **Lightbringer:** You are a Priest of Light, and as such can produce a *Light* spell at will. Also, you are immune to disease and can cure disease once/day by touch.
7. **Martial Order:** You fight as a Fighter of the same level with a specific type of weapon.
8. **Undead Slayer:** You always recognize undead for what they are and know their weaknesses. You are also +1 to Turn, and do an extra d8 damage when fighting undead in melee combat.



**Fighters** are masters of arms and war, usually of great physical strength.

- **Combat Bonus:** +1 to hit/level, as well as a +1 bonus to damage every other level beginning at 1<sup>st</sup> level (Level 1, 3, 5, 7, etc.)
- **Class Check Bonus [+3, +1/level after first]**
  - Fighter Skill Checks: Climb, Craft, Handle Anima, Intimidate, Knowledge [battle lore & leadership, dungeoneering, combat engineering], Ride, Survival, and Swim.
  - Fighter Save Checks: STR based saves and spells
- Can wield any weapon, use any shield, and wear any kind of armor.
- **Deadly:** Fighters make a Critical Hit on either a natural 19 or 20 while in combat.



### Choose one Exceptional Ability:

1. **2-Arrow Shot or 2-Fisted.** You can shoot two arrows simultaneously; roll to hit once without penalty, roll damage twice and pick the best result. Or you wield a weapon in each hand, roll to hit once without penalty, roll damage for both weapons and pick the best result.
2. **Dark Fighter:** You can fight in the dark with no penalty. This applies to melee weapons only.
3. **Heavy Weapon Master:** You wield heavy weapons without the usual penalty to Initiative. In addition, you can re-roll any damage of 1 or 2.
4. **Horseman:** You were riding before you could walk, and actually begin play with a light riding horse. You are +1 to hit and damage with any weapon while on horseback. While most horses cannot be taken into combat, your mere presence is enough for any horse to be taken into a fight. However, no horse will EVER actually follow you down into a dungeon.
5. **Huzzah!:** Once per session you can instill a feeling of hope and heroism in all of your comrades who hear your hearty cry of *huzzah!* during a battle. Those who respond in kind [seriously, the other players and yourself must actually shout "huzzah!," preferably with an enthusiastically raised fist, for this to work], roll a d6. The result of this roll is the number of points that can be used during the duration of this battle on any d20 or damage roll. For example, your friend rolls a 4. She chooses to add +2 to a save Check versus magic, then adds the remaining +2 to her sword damage next round. Any of these extra points that are not used during the battle are wasted. You do not get to roll a d6 for your own *huzzah*.
6. **Knife Fighter:** You are +1 Initiative, to hit, damage, and AC when wielding only a knife or dagger in melee.
7. **Sexy Armor:** You eschew any kind of armor [or excessive clothing at all for that matter], and by doing so you are always AC15 + DEX. You cannot wear any kind of armor or carry a shield and still maintain this AC.
8. **Signature Weapon:** You have a special weapon that is +2 to hit or damage, or +1 to hit and damage. Should the weapon be lost it will take you a full month of hard training to "break in" another such weapon. That and you'd be really pissed.

**Magic Users** are arcane spellcasters who have learned to manipulate the Aetheric energy from the world around them and to release it as powerful spells.

- **Combat Bonus:** +1 at 3<sup>rd</sup> lvl, +1 ever other 3<sup>rd</sup> level thereafter (3, 6, 9, 12, etc.)
- **Class Check Bonus [+3, +1/level after 1<sup>st</sup>]**
  - Magic User Skill Checks: Alchemy, Craft, Decipher Script, Knowledge [the cosmos, history, the multiverse, magical creatures & monsters, natural history, etc.], Notice, Spellcraft.
  - Magic User Save Checks: MIND based saves and spells
- Magic Users cannot wear armor [magical or otherwise], use shields or wield medium, heavy, or ranged weapons. They can only use light weapons.
- Magic Users begin play with 3 + STR Spell Points, +2/Lvl thereafter. The player chooses whether SPs are recovered at noon or midnight.
- Esoteric Object/Focus: All magic users must have a dedicated ring, staff, wand, or the like that is used as a focus to cast any spells.



### Choose one Exceptional Ability:

1. **Conjurer of Cheap Tricks:** You can produce small illusions [no bigger than a bunny], do sleight of hand and card tricks, and pick pockets like a Thief of the same level.
2. **Combat Mage:** You can wield a single type of light or medium melee weapon like a Fighter of the same level, as well as wear light armor. You can choose to cast a spell or attack while in combat without penalty, and can maintain concentration while fighting as well. However, you still roll a d4 for your HP.
3. **Dragon Blooded:** You have dusky skin and eyes that shine red when you are angry or otherwise intensely emotional. You have dark vision [see Dwarf], are +2 to save versus any fire or flame damage, and any fire-based spell you cast does an additional +2 damage/die.
4. **Elixarian:** Once per session you can spend an hour scrounging ingredients and concocting a single-use potion that replicates one of your spells. Anyone can drink this potion to full effect. This potion lasts only an hour before its power fades to nothing. You still must spend the appropriate number of SP to power the potion.
5. **Familiar:** You have a small sorcerous pet, roughly the size of a cat or monkey, that is intelligent and with which you can communicate by thought. The shape of this creature is completely up to you. It can look like either a natural or fantastical creature, and can fly if it has wings. You can see and hear through the eyes and ears of the familiar if it is within a mile, at the expense of your *own* senses while you concentrate. Your familiar is tougher than a mundane example of its kind, and has 5 HP +1/level.
6. **Naturalist:** You correctly identify most plants and animals at sight. Amazingly, you can even communicate with beasts and birds, if not actually control them.
7. **Sage:** You are an acknowledged expert on a variety of subjects, getting a further +2 to all Knowledge Checks, and with a MIND Check [12] can ascertain the abilities of a magical item.
8. **Smoke Magic:** You smoke a pipe and can do amazing things with the smoke, including blowing cool shapes and smoky illusions beyond mundane rings, as well as summon a haze to conceal yourself like a Thief of the same level hiding in the shadows. Any smoke shape or haze you produce lasts for 5 rounds. Needless to say very few know more about pipe-weed than you.

**Thieves** prefer a more subtle approach over brute strength, using their quick wits and fast hands.

- **Combat Bonus:** +1 at 2<sup>nd</sup> level, +1 every other level thereafter [2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, etc.]
- **Class Check Bonus: [+3, +1/level after 1<sup>st</sup>]**
  - Thief Skill Checks: Acrobatics, appraise, balance, bluff, climb, decipher script, disable trap or device, disguise, escape artist, forgery, hide, intimidate, jump, knowledge [local city underground], listen, move silently, open lock, pick pocket, search, sleight of hand, spot hidden, swim, use rope.
  - Thief Save Checks: DEX based saves and spells
- Can wear light armor and use small shield and light or one-handed weapons. Can use small ranged weapons.
- Backstab: If a Thief “sneaks up” on an opponent by making a successful skill check, he may then try to backstab the opponent from the rear at +4. If the backstab attack hits it does double damage [Levels 1 – 4], triple damage [Levels 5 – 8] or quadruple damage [Levels 9+]. Strength and magic bonuses are added before damage is multiplied.



➤ **Choose one Exceptional Ability:**

- Acrobat: You are capable of amazing feats of agility, and can, with a DEX Check [12], flip over the head of a roughly human-sized opponent and make an attack for “backstab” damage. This trick only works once/encounter, as opponents quickly catch on to the trick and are ready for it.
- Cat Burglar: You have no fear of heights, can traverse tight ropes with ease [no DEX check needed in a non-combat situation], and usually “land on your feet.” That is you can fall up to 50’ without harm if you make a DEX Check [13]. This assumes a building with windows, awnings, gutters, and the like to help slow your fall.
- Contortionist: You can twist yourself into the most unlikely of shapes and get into or out of the most unlikely places. This includes slipping between prison bars and escaping from chains and manacles.
- Face in the Crowd: You can literally disappear in a group of 10 or more individuals. You just fade into the background, provided you make no hostile moves.
- Mechanical Genius: You get a further +2 to any Check to pick locks or to avoid, find, and remove traps. Given time and money you can also fabricate your own devilish devices. Use your imagination, but subject to GM approval.
- Musician: You are an accomplished minstrel able to sing for your supper [earn 3d6 silver/evening of work with a DEX 12 Check], or *charm* a being [Opposed MIND + LvL, the effect lasts d4 hours]. You must have a quality musical instrument to use this ability.
- On Edge: You are fidgety, jumpy and high strung at all times. You are never surprised and actually have a +2 to Initiative rolls.
- Slippery: You can attack an opponent and then slip away up to half your Movement without risk.

## 5. Calculate Your Scores & Bonuses

<b>Armor Class (AC)</b>	10 + DEX + Armor
<b>Combat: Melee</b>	STR + Combat Bonus
<b>Combat: Ranged</b>	DEX + Combat Bonus
<b>Magic Bonus</b>	MIND + Level
<b>Class Check Bonus</b>	+3, +1/Level after 1 <sup>st</sup>
<b>Non-Class Check Bonus</b>	+1 every even Level

## 6. Beginning Hit Points

<b>Fighters</b>	8 + STR
<b>Clerics &amp; Thieves</b>	6 + STR
<b>Magic Users</b>	4 + STR

## 7. Equip Your Character

### Coin of the Realm

- 1 Gold Mark [#g] = 50 Silver Pennies [#s] = 500 Copper Pennies [#c]
  - The silver penny is roughly equivalent to our own dollar and is the most common currency.
  - Coins are roughly the size and weight of a modern 50 cent piece. There are approximately 50 coins in a pound.
- 1 Gold Royal (#R) = 50 Gold Marks
  - A large and heavy gold coin with an inset gem.
  - This coin is used for large transactions among the wealthy.

### Starting Wealth

Player Characters begin with very little - some basic supplies to let them perform the basic skills of their Class, a weapon or two, and the clothes on their backs. They essentially have nothing . . . it's why they're out risking everything in dungeons and on dangerous adventures!

Below is a suggested list of a character's initial equipment. If the player would like to change what they carry than they can discuss it with the GM.

### All PCs begin play with 3d6 silver pieces. That is all!

**Clerics** begin play with their holy symbol, light armor and a single light or medium weapon. They also have a pack containing a mess kit, miniature scripture, 50' rope, 2 vials of holy water, hooded lantern, belt pouch, oil [2 flasks], iron rations [1 week]; tinderbox w/flint & steel; small sacks [5], waterskin, bedroll & small pup-tent.

**Fighters** begin play with at least two weapons, medium armor, and a shield. They will also have a backpack containing a mess kit, 50' rope, hooded lantern, belt pouch, oil [2 flasks], iron rations [1 week]; tinderbox w/flint & steel; small sacks [5], waterskin, wooden wedges [5], bedroll & small pup-tent.

**Magic Users** begin play with an esoteric object to power their spells. They will probably carry some kind of staff [because what mage wouldn't?] as well as a small leather backpack containing a wineskin, mess kit, parchment w/ink & quills, hooded lantern, belt pouch, flasks of oil [5], tinder box w/flint & steel, small sacks [10], 1 week iron rations, and a bedroll.

**Thieves** begin play with a single light weapon, light armor, and a set of lockpicks. They will also have a backpack containing: Mess kit, 50' rope with grappling hook, hooded lantern, belt pouch, flasks of oil [5], 1 week iron rations, tinder box w/flint & steel, small sacks [10], waterskin, and a bedroll.

Adventuring Gear	Cost [\$P]
Backpack	2
Bedroll	1
Caltrops	1
Candle	5/cp
Case (scroll)	1
Chain 10'	30
Chalk	5/cp
Crowbar	2
Grappling Hook	1
Hammer	1
Holy Symbol, Wooden	1
Holy Symbol, Silver	25
Ink	5
Iron Rations, 1 week	10
Lantern	10
Lock, Average	20
Musical Instrument, Average Quality	25
Manacles	100
Oil (1 Pint Flask)	1cp
Piton	1
Pole (10 foot)	2cp
Pouch, Belt	1
Ram (portable)	10
Rope, Hemp (50' )	1
Sack	5/cp
Spell book	15
Spyglass	100g
Tent	10
Torch	10/s
Thieves Tools	50
Vial of Holy Water	25
Waterskin	1

### So just what is an "Iron Ration?"

The ubiquitous iron ration of RPGs over the ages is literally an iron tin of preserved food that is to be consumed in situations where no other food is available. It needs neither water nor any kind of fire to prepare it. The food contained therein has nutrition, but is not particularly tasty, and it is not meant to be . . . it is meant to keep you alive. In any situation where your characters can find other suitable food that is more flavorful and pleasant they will eat that instead. The iron ration is meant to be eaten while huddled deep in the dungeon, far from the comforts and amenities of even the most sketchy inn or tavern.

A tin of iron rations will contain some kind of pemmican [meat preserved with fat and salt], dry hard-tack like crackers or wafers, a hard cheese covered in a thick layer of wax, dried fruit as a "desert," and perhaps a bundle of nuts. A week's worth of food like our PCs are carrying would actually be quite heavy - about 15 pounds in the tin.

### At the Inn

Such goods and services as one might attain at a typical inn.

Service	Cost	
Poor Fare	1c	
Typical Fare	5s	
Exceptional Fare	10g+	
Poor Lodgings	5c	
Typical Lodgings	5s	
Exceptional Lodgings	20g+	
Bath	2s	
Transport	Cost	Notes
Horse, heavy	250	Includes tack
Horse, light	100	Includes tack
Pony	50	Includes tack
Warhorse, heavy	1000	Includes barding [AC+3]
Warhorse, light	400	Includes barding [AC+3]
Warpony	200	Includes barding [AC+3]

## Weapons

Weapons are divided up into four groups: Ranged Weapons, Light Weapons, Medium Weapons, and Heavy Weapons. Each grouping includes a weapons cost, damage type die, minimum Stat, range if applicable, and any special notes regarding the weapon.

**Cost:** This is the cost for purchasing the item in Silver Pennies. The cost also includes miscellaneous gear that goes with the weapon such as quiver or scabbard, and ammunition.

**Damage:** The damage column indicates the damage die used when a successful attack is made.

**R' [Range Increment in feet]:** Any attack at less than the range increment distance is not penalized for range. After the initial range increment a cumulative -2 penalty on the attack role is applied to each additional range increment. A thrown weapon have a maximum of three range increments while a projectile weapon may fire up to five range increments.

**Minimum Stat:** Characters below this Stat are -2 to hit/Stat point under the minimum. For example, a 0 STR character would wield a two-handed sword at -4. This applies to both weapons and armor, with armor penalizing all combat activities while it is worn as well as any DEX-based Skill roll.

**Non-Proficiency:** Anyone can pick up any weapon and have a go. However, if the weapon is specifically forbidden by your class then you are -3 with all attacks. Add that to any Minimum Stat penalties . . . and well . . . good luck!

### Armor

Type	Cost	STR	AC+	Notes
<b>Light</b>				
Padded	2	-	+1	
Leather	10	-	+2	
Studded Leather	25	-	+3	
<b>Medium</b>				
Scale mail	50	1	+4	
Splint mail	100	1	+5	
Chain mail	150	1	+5	
<b>Heavy</b>				
Banded mail	259	1	+6	Heavy armor gives -10' movement
Half plate	600	2	+7	
Full plate	1,500	2	+8	

### Shield

Type	Cost	STR	AC+	Notes
Buckler	15	-	+1	
Shield, small steel	10	-	+1	
Shield, small wooden	3	-	+1	
Shield, spiked	20	-	+1	d4 damage
Shield, large	20	1	+2	
Shield, tower	30	2	+3	-10' movement

## Ranged Weapons

Weapon	Cost	Dam	R'	Notes
Crossbow, hand	100	d4	30'	
Crossbow, heavy	50	d8	130'	2 hands, Fires every other round
Crossbow, light	35	d6	80'	2 hands, Fires every other round
Crossbow, repeating	200	d6	60'	2 hands, fires every round, clip load of 5 bolts, requires full round to reload. A full clip costs 5s.
Dart	5cp	d4	20'	2/round
Javelin/Spear	10c	d4	30'	
Longbow	2g	d6	100'	
Net	20s	-	10'	Entangle
Shortbow	30s	d6	60'	
Sling	5s	d4	50'	

### Tracking Ammunition

In a perfect world we would all keep track of every single arrow or bolt. But it is not. Here is my solution:

If you roll a Natural 1/Critical Fail while firing any kind of bow then you have run out of arrows or bolts.

## Light Weapons

D4 Damage  
Initiative +1

Weapon	Cost	R'	Notes
Axe, Throwing	8	10'	-
Dagger	2	10'	-
Mace, Light	5s	-	-
Quarterstaff	5c	-	2 handed weapon

## Medium Weapons

D6 Damage

Weapon	Cost	R'	Notes
Battleaxe	10	-	
Club	-	10'	
Flail	8	-	
Mace	12	-	
Morningstar	8	-	
Rapier	20	-	+1 Initiative
Scimitar	15	-	
Shortspear	1	20'	5' reach
Sword, Bastard	35	-	+2 damage if wielded with two hands
Sword, short or long	12	-	
Trident	15	10'	No penalty under water
Warhammer	12	-	

## Heavy Weapons

D10 Damage

Min STR 2, no shield, 2 hands, Initiative -2

Weapon	Cost	Notes
Chain, Spiked	25	10' reach, On a Nat 1 you hit an ally within 10' or yourself if there is no adjacent friend
Falchion	75	
Flail, Heavy	15	
Greataxe	20	
Greatclub	5	
Greatsword	50	
Lance	10	10' reach, +4 dam. horseback only
Great Spear	1g	10' reach

## Languages

Characters speak their racial language and Common. A character with a Mind of -1 or less will probably speak slowly and not always fully comprehend what he hears. A character can have as many extra languages as their Mind score.

Characters with a Mind of 0+ are assumed to be literate. Those with a Mind of -1 or less cannot read.

## Levelling Up

After completing an adventure, a PC will gain somewhere between 1 and 4 Experience Points (ExP). The amount of ExP awarded depend on the length and difficulty of the adventure – a short side-trek adventure might be worth only 1 or 2 ExP, while an epic story with many parts could actually reward higher ExP multiple times during the course of the adventure.

You must earn [next level # x 2] ExP to advance to the next level. For example, it takes 4 ExP to advance from 1<sup>st</sup> to 2<sup>nd</sup> level, while it takes 12 ExP to advance from 5<sup>th</sup> to 6<sup>th</sup> level.

Every time you gain a new Level you add:

- Additional Hit Points
  - Fighter  $d8 + STR$
  - Cleric & Thief  $d6 + STR$
  - Magic User  $d4 + STR$
- Bonus to Combat and Class Checks
  - +1 to other Checks every even level (Lvs 2, 4, 6, etc.)
- +2 Spell Points [Clerics & Magic Users]
- If the new level evenly divides by 3 (Lvs 3, 6, 9, etc.) add +1 point to the Stat of your choice

## A Note About Alignment

Characters in D[M]<sup>20</sup> are the Good Guys. While this can vary from being the “Loveable Rogue With A Heart Of Gold” to the “Gentle Giant” to the “Captain America Knock-Off” and every point in between, your PC is working for the greater good and not a sociopathic murder hobo.

### No exceptions.

Also, if you show up with a PC who dresses all in black and never speaks and hates everyone because orcs killed his family and slaughtered his village when he was but a wee nipper . . . you *will* be mocked.

## Checks and Tasks

Whenever there is any question on whether or not a character can do something they must roll a D20, adding any bonuses that might be relevant to the task at hand, and try to match or beat a Target Number. These are CHECKS and TASKS.

Each class has a Check Bonus; a bonus for any specific Check that is a forte of that specific class. For example, the toughness of a Fighter gives them a Check Bonus versus the effects of poison, a Thief excels in doing such things as climbing walls or picking pockets, a Cleric enjoys a bonus while talking to a congregation of worshippers, and a Magic User would have a natural resistance against the effects of many magical spells.

### Target Number

Call it the Target Number or Difficulty Class or Challenge Rating, this is the number that you must match or exceed on a D20 roll in order to succeed at a Check or Task. A 10 would be an easy, rather mundane Target Number, while anything over 18 would be much more challenging.

### Checks

You make a CHECK whenever you are attempting something that happens quickly and is over. You succeed or fail immediately.

#### Example:

- You have been stung by a giant scorpion! Pass a STR [14] Check to resist the poison!
- You must leap the yawning chasm with DEX [15] Check. If you fail you plunge to a miserable death onto the rocks below!
- You are being charmed by the song of the Harpy. Pass a MIND [13] or walk blithely into her fatal grasp!

### Tasks

Successfully completing a TASK takes time and effort. Opening an old and rusty lock, deciphering an ancient manuscript, or bending the iron bars on a prison cell are all examples of Tasks.

Tasks also require a little simple math. A Task will have a certain number of TASK POINTS, usually 10. If successful, merely make your D20 roll with all of your bonuses and subtract the Target Number. The difference is then subtracted from the Task Points. When there are no more Task Points remaining then the Task has been successfully completed.

Most Tasks must be done under a strict time-line, usually d4 rounds before something bad happens. If the Task has not been completed in that amount of time then whatever is supposed to happen . . . happens.

#### Examples:

- The Thief frantically picks the lock, trying to get into the locked storeroom before the guards come back. He can hear their footsteps now!
- The Cleric must somehow convince an unruly crowd not to commit some foolish act, such as burning a “witch.” It will take a while, they’re pretty angry, and getting angrier.
- Feverishly, the Magic User flips through pages in an ancient tome, searching for the spell that might send the demon back into the abyss, and it’s pounding on the door!

If you fail a Task roll that round is wasted, but you do not lose your current Task Points. However, if you roll a “Natural 1” then not only has the Task utterly failed, but the worst possible result from failure that *can* happen . . . *has* happened.

### Opposed Checks

You’re arm wrestling some beefy mercenary, and the strongest wins the gold. Make your Check and compare it to the Check rolled by your opponent. High roll wins. Easy.

### Critical Successes and Failures

**A Natural 20 always succeeds**, accomplishing whatever is required with panache, style, and aplomb.

**A Natural 1 always fails**, regardless of DC. Narrate the depths of your own failure and get an Awesome Point.

## Bloody Combat

Combat rounds are roughly 5 seconds in duration. During the course of a combat round you can take one action: Usually move up to your full amount, cast a spell, or attack. You can move up to 50% of your Move and still take an action.

### Combat Scores

- Armor Class (AC) = 10 + DEX + Armor Bonus
- Melee Attack = STR + Combat Bonus
- Ranged Attack = DEX + Combat Bonus

### Initiative: Speed it up! Keep things moving!

At the beginning of every combat round roll a d20+DEX. High roll goes first, then on down. Move quickly! Re-roll Initiative next round, and so on.

### Attacking

Combat is a common part of most fantasy rpgs.

- **Roll d20 + Combat Bonus**
- If the total roll is equal or greater than the AC of the target your attack succeeds
- Roll weapon damage + damage bonus and subtract from HP

### Surprise

When a combat starts and you are not aware of your opponents and they are aware of you, then you are surprised – and vice versa. Determining awareness may call for “Listen” Skill checks, “Spot Hidden” Skill checks, or other checks. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative, while those surprised stare on, slack jawed.

### Multiple Attacks

If a character's total Combat Bonus is +6 or more a second attack can be made that round at a -5 penalty. If a character's total Combat Bonus is +11 or more a third attack can be made that round at a -10 penalty.

Examples:

- If the total bonus is +6; two attacks can be made with Combat Bonuses of +6/+1
- If the total bonus is +12, three attacks can be made with Combat Bonuses of +12/+7/+2.

### Cover and Concealment

Nobody really wants to be hit by an arrow, and making yourself more difficult to hit is often a very wise option. A target in a small amount of cover is -3 to hit, while a target with a lot of cover or concealed by a magical fog is -6 to hit. A target that is completely concealed by darkness, invisibility is -10 to be hit.

### Critical Hits & Misses

**Critical Hit: A Natural 20 always hits**, and lets you select one of the following options:

- **Bloody Slash/Crushing Blow/Precision Strike:** Maximum possible damage + an additional d12.
- **Carnage:** You may make another attack immediately following this one. It can be against the same or a different opponent.
- **Knockdown:** You can knock down any opponent that is less than or roughly equal to your size, and they are thrown back several paces (not good if near a cliff edge!). If attacked whilst regaining their feet, they will be -3 on their next action.
- **Rabble Slayer:** If fighting opponents of 1 HD or less, the damage result becomes the number of opponents taken out of the fight. They aren't necessarily dead, but they are certainly not coming back any time soon.

**Critical Miss: A Natural 1 always misses**, regardless of AC. The PC can choose to use an Awesome Point to re-roll, or she can choose to let the GM gets to narrate something spectacularly awful about what happened to the PC. The character is awarded an Awesome Point to make up for the high level of Suck they just went through.

## Combat Actions and Options

**2-Weapon Fighting:** Fighters can wield 2 light weapons and attack with both in a single round if they take a -2 penalty on both attack rolls.

**Aid Another:** You may sacrifice your attack to help an adjacent ally. Make an attack roll against AC 10. If successful, the ally gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple adjacent characters can aid the same ally.

**Break Away From Melee:** You may safely break away from melee combat if you make a DEX Check [DC18]. If you miss the save all adjacent opponents get a free attack on you. You cannot break away in the same melee round you attack.

**Cleave:** When a Fighters kills an opponent with a single melee attack, he may choose to make another melee attack against an adjacent creature.

**Charge:** You race towards your enemy in a straight line for at least a full Movement (up to double). You get +2 to hit and +d6 damage, but are -2 to your AC, as well as no shield or DEX AC bonuses, for the duration of the round.

**Disarm:** Make a successful melee attack against an armed opponent, but rather than do damage make a DEX v DEX opposed roll. If you succeed you send his weapon flying d10' away.

**Go Defensive:** Forfeit your attack for to add +4 to your AC. Interpret this in the story as either dodging or parrying.

**Go Offensive:** Disregarding personal safety you attack wildly, you are +4 to hit and +2 to damage, but are -4 to AC as well as losing all shield & DEX bonuses.

**Grapple:** Roll normal to hit, then an opposed STR v STR roll. If the attacker wins the defender is pinned. Next round the attacker can squeeze the other for d4 damage. The defender can attempt to escape with another STR v STR roll.

**Hold:** You stay put, waiting for the right time to act – which you can do at any time. Do not roll Initiative again until the round after you've acted. If you choose to act at the same time as someone else's standard Initiative you must still beat them on a DEX vs. DEX roll.

**Rear Attack:** Attacks from the rear are made at +2 and the target gets neither their DEX nor shield AC bonus. However, thieves enjoy a +4 attack bonus from a rear attack. The target must be unaware of the attacker.

**Sacrifice Shield:** A character may choose to use their action to have their shield completely absorb all the damage from any single physical attack (including a monster's claws or teeth but not breath weapons or a magic spell). A non-magical shield shatters when it does so. Magical shields lose a single “+” every time this action is taken.

**Touch Attack:** Neither armor nor shields protect against touch attacks – but DEX and any magic bonuses still add to AC.

## Damage, Healing, and Dying

A lot of damage caused in combat is from bruises, scrapes, and fatigue. If a character can sit and rest for an uninterrupted full hour after a combat, eat something and drink their fill, d3 HP will return to the wounded character. This can be raised to d6 if a healer can get to the character in that hour [DC 12]. A healer character can help out as many characters as he has MIND in an hour, including herself.

However, if the character is knocked down to 0 HP or less they must roll a d6 Bleeding Out die; that is how many rounds they have left before they expire, unless someone can get to them and make a successful Heal check, cast a Cure Wounds spell or administer a Healing Potion. A successful Heal check brings the poor PC up to 1 HP but still out of the picture. They will remain totally incapacitated for d100 minutes, after which point they can move around, albeit slowly and painfully. Spells and potions are applied directly to the HP of the character, and they can act immediately on their next action.

If you are knocked down to -20 HP or more HP in a single shot then you're paste. They're taking you home in a small sack after they scrape you up with a shovel.

Characters heal STR+1 HP/day during an adventure, and heal up completely between adventures.

### I go now to the hall; of my Fathers . . .

Make your death AWESOME! Make that final, heart-rending speech that chokes everyone up . . . shake your fist at the impassive sky in a final act of defiance . . . cradle your battered head in the loving arms of a weeping comrade . . . **but do NOT go out like a punk!** Don't argue, pout, whine, or throw dice. Character Death has always been a part of role playing games, and the risk of [fictional] death is what makes things exciting.

Now, if you die in the middle of an adventure then I do think that it is the job of the GM to figure out what to do [because sitting and watching everyone else continue to play is the WORST], whether it is to play an NPC, find your new PC on the side of the side of the road or tied up as a prisoner, or whatever. Don't despair!!

## In the Dungeon!

### Actions and Movement

You can generally make one action in a round: Attack, cast a spell, make a Skill Check, or make a full move. You can move up to half your Movement and make an action, and you can sprint for twice Movement and be -2 AC.

### Encumbrance

This GM has no interest in making this a paperwork game. A character can carry what they need within reason. A physically strong character can carry more than a weak character, and a sturdy Dwarf can carry much more than a Hobbit of similar size. Use common sense. You cannot drag out the dragon's horde without some kind of help, and you might just have to leave that 400 pound jade statue behind . . .

### A Light in the Darkness!

- Torches and candles burn for about an hour.
- Lanterns burn for 6 hours on a single flask of oil.

Torches, oil, and lanterns are precious. Running out of light in the dungeon is a very bad thing. Keep track of your light source; because once you're out . . . you're out. All sight-based actions are at -10 when in complete darkness.

### Falling

A falling character takes d6 damage/10', to a max. of 20d6.

- DEX Check for ½ damage.
- Spikes do an additional +1 damage/10' fallen.

### Extreme Weather

Extreme heat or cold causes d6 damage/hour in the environment without the proper gear.

- STR Check for ½ damage.
- More extreme environments might require more frequent Checks.

### Swimming and Drowning

Characters can swim using either their STR or DEX Checks, whichever gives them the greatest advantage.

- Only have the character make a Swim Check in extreme circumstances.
- Medium or Heavy Armor makes Swimming suck.
- You can hold your breath for STR in rounds. This assumes you're not relaxing and floating in a calm environment, but fighting for your life in the middle of a terrible storm, or while being threatened by the Kraken.
- A failed Check means you are drowning! Make another Swimming check to fight your way to the surface. If this fails: The first round you're unconscious, the second round you are dying and must roll a d6 for the number of rounds you have left before you expire into the inky depths!

### Traps

Traps usually have a single Challenge Rating [CR] which is the number to exceed to detect [MIND check], avoid [DEX Check], resist [STR Check] and remove [DEX Check]. In the cases of detecting, avoiding, and removing a Thief's Check Bonus applies.

For example, a common covered pit trap requires someone stepping on it to make a MIND [12] to detect it or a DEX [12] to avoid. If the Check is failed the effect is to fall into the pit for damage for d6 for a 10' fall, with the lid perhaps sealing the poor sap inside. A Thief can remove or render it safe with a DEX [12] Check. Different traps will have higher or lower Challenge Ratings depending on the trap and how deadly it is.

A sophisticated poisoned pin trap in a chest is undetectable without active checking [MIND (15)], hard to avoid [DEX (15)], deadly [STR (15) or take 4d6 poison damage], and difficult to remove.

## Awesome Points

You could argue that Awesome Points are how Indiana Jones escaped all of his hair-raising cliffhangers in the nick of time or how Samwise Gamgee critically wounded a gigantic, immortal demonic spider with little more than a magic hairpin.

An Awesome Point is a form of gaming currency that can be used to change the adventure in your favor – to be Awesome! They allow you to modify the game's reality to give your character an advantage or save himself in an otherwise sure-death situation.

A character begins each session's play with 1 Awesome Point, but you can earn additional Awesome Points during play by continuing to be Awesome and doing Awesome Things. For example:

- Awesome feats of derring-do that make everyone cheer at the table.
- Survive an epic battle where you showed Awesome bravery, skill, or wit.
- When you narrate your own Critical Failure.
- In-game bribes from the DM to put you directly into deadly peril or to make you do things unwise or dangerous things to make the game progress.

If you do not spend all of your Awesome Points during the current session they are not carried over to the next session.

### Using Awesome Points

Awesome Points allow you to roll a D12 and either add or subtract it to any roll, depending on the desired result.

- Add it to a failed d20 roll.
  - Cannot be used on a Critical Failure. Rather you should narrate a Critical Failure to your own detriment to get another Awesome Point.
- Add it to a damage roll.
- Subtract it from a damage roll done directly to your HP.
- You can spend as many Awesome Points as you want in a round. You just won't have one less for a future crisis . . . your call!

## Multi-Classing

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There is no multi-classing. Deal.

## The Social Contract of D(M)<sup>20</sup>

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Anyone sitting down to play D(M)<sup>20</sup> must understand a few basic concepts.

1. **Everyone is at the table to have fun.** Everyone. It is YOUR responsibility [and this includes the DM] to make sure that the other people around the table are all having as much fun as you. Make it your goal to make everyone look Awesome.  
Your fun = my fun = our fun.
2. **The PCs are the heroes of this story,** so the mechanics of the game are heavily weighted in their favor. For example, neither monsters nor NPCs get Awesome Points. This means the DM will be rolling all dice in front of the players, and will never “fudge” the roll in their or anyone else’s favor. The dice fall where they will, and sometimes that can hurt. Suck it up, Buttercup.
3. **The PCs are the HEROES.** The Good Guys. The White Hats. Their story is one of personal sacrifice for a greater good that the bards will sing of for years to come. No PC will ever be evil or act in an evil manner in D[M]<sup>20</sup>. I am unwavering in this.
4. **Characters do not attack other characters.** Player versus player (PvP) situations are strictly forbidden, as is bullying, intimidating, and general jerk-face behavior. Period. No discussion.
5. **Try not to “metagame.”** For example, your character should not act on your own knowledge as a modern person, you try not to talk about “the rules” from your character’s perspective during play, nor should you offer advice to another player when their character is out of ear-shot of your character.
6. **There will be blood!** There are fights and killing and other forms of violence in this game. However, neither the players nor the DM will wallow in explicit depictions of death, pain, and torment. We’ll keep the gore down to a roughly PG level. Think “Lord of the Rings” or “Star Wars” level violence at most.
7. **It’s not all about combat.** The game is as much about story-telling and role playing as it is about combat. Sure, you are going to fight things, but remember that combat may not be the smartest way to handle a situation. Think before you rush into a fight, and killing monsters and taking their stuff is not how you earn ExP in D[M]<sup>20</sup> anyway.  
And never, ever underestimate the wisdom and power of . . . *running away!*

## Magic User Spells

Spellcasters may cast spells equal or below 1/2 their class level, rounded up. For example: 5<sup>th</sup> level casters can cast up to 3<sup>rd</sup> level spells, while you have to be 17<sup>th</sup> level to cast 9<sup>th</sup> level spells.

Magic Users can cast any 1<sup>st</sup> Level spell on the list. However, any spells beyond 1<sup>st</sup> level must be purchased and learned, provided the spell is of the appropriate level. Once they have bought a spell it is a permanent part of their spell list.

New spells are NOT cheap or easy to come by! First you need to find another Magic User willing part with the spell, and the cost of spell is 50 gold [NOT silver!] / level at least. Spells can also be learned from scrolls and found spellbooks.

New spells take 3 days/level of uninterrupted study to learn.

### Spellcasting

D(M)<sup>20</sup> spells do not require material components, however all spells require an esoteric object as a focus as well as some kind of hand gestures and speech. If a spellcaster is bound or somehow rendered mute they cannot cast spells. There is no roll to cast a spell - Spell Points need only be expended for a spell to work.

### Esoteric Object

All Magic Users use some kind of focus to cast spells, whether it be a staff, wand, ring, or what have you. Use your imagination! The esoteric object is required to cast any spell. If this object is lost or destroyed the spellcaster must fabricate another object. This takes a full month of solid work in a fully outfitted laboratory during which time she cannot obviously cast any spells. Materials used to fabricate and enchant the object cost 50s/level of the Magic User.

### Spell Points (SP)

All Spellcasters have a pool of Spell Points to power their spells. In the case of magic users these SP represent their mana, ki, or what have you. A first level the Magic User begins with 3 SP, adding +2 SP every level thereafter. That is a 2<sup>nd</sup> level cleric has 5 SP, a 3<sup>rd</sup> level cleric has 7 SP, etc.

A magic user can also add their STR stat to their SP total to represent the amount of physical strain that spellcasting causes.

### Spell Point Cost: Level of Spell

### Magic Bonus: Level + MIND

### Spell DC: 10 + Magic Bonus + Level of Spell

- The resultant DC is what the opponent must beat to defend against the spell or else suffer the spells effects.

Magic Saving Throws are STR, DEX, or MIND Checks, depending on the spell. This is only used when a caster is targeting an opponent and not when targeting themselves or a willing target. Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

### Spell Fatigue

While a Magic User can cast any spell on her list, it can be very fatiguing. Should the cleric cast the same spell in a 24 hour period, then that spell costs double the amount of SP than normal.

### SP Recovery

Spell Points are recovered in full at either noon or midnight. The player must make this choice upon character generation.

### Spellcasting in Combat

A spellcaster can walk up to half their movement and still cast a spell. However, she cannot cast spells if actually engaged in combat [adjacent to an active enemy] and must make a Concentration Check [MIND (18)] against their Magic Bonus in order to maintain any spells that require concentration in the event she unwisely ends up in melee combat. Also, if she takes damage she must make another Concentration Check [MIND (18) + damage taken] as above or any spell will cease to function.

### Magic Resistance

Some opponents can resist a spell attack before they even need to make a save. In this instance the spellcaster must roll a d20+Magic Bonus roll versus the MR of the monster. It works exactly like any physical attack roll versus AC.

If the spell attack is unsuccessful the target is completely immune to that specific spell, and even if the spell attack is successful it may still get a normal saving throw, depending on the spell.

If the spell attack is unsuccessful the target is completely immune to that specific spell, and even if the spell attack is successful it may still get a normal saving throw, depending on the spell.

## 1<sup>st</sup> Level Magic User Spells

### Charm Person

R [100'], Duration [1 hour/level], MIND Check negates

A single humanoid creature becomes your best friend. They will generally do anything they can for you, provided it is not too much against their nature. For example, if you order a charmed good cleric to torch a village he will get another save check at +5. Ordering the creature to commit suicide immediately results in the charm being broken.

### Dancing Light

R [100'], Duration [1 minute/level]

D6 lantern-like lights, or a single glowing roughly humanoid shape, appear within the range of the spell. The caster can order them to move about like a party carrying torches or lantern for the duration of the spell, which does not require continued concentration.

### Detect Magic

R [50'], Duration [Concentration, up to 1 minute/level]

The spell determines if an enchantment has been laid on a person, place, or thing. It only detects the presence of magic, not what the magic does nor its power level.

### Enlarge

R [Touch], Duration [1 minute/level of caster]

The spell doubles size of a single non-living object, and a living thing by 50%. It increases STR +2 & decreases DEX-2 for the duration of the spell.

### Hold Portal

R [Touch], Duration [1 minute/level]

This spell temporarily locks a door, gate, chest or the like.

### Light

R [Touch], Duration [10 minutes/level]

This spell to casts light on a single object that shines at about the intensity of a torch.

### Magic Missile

Range [150'], no save

Shoot out a bolt of deadly energy at a single target. The missile does d6 damage, and automatically hits with no. The caster can fire another missile every other level, to maximum of 5 dice. The missiles can be spread among any number of targets within range of the spell.

### Protection from Evil

R [Self], Duration [1 minute/level]

This spell surrounds the caster with a magic circle [about 1' around] that not only acts as +1 armor from evil entities [including saves], and keeps enchanted monsters such as demons, devils, and elementals from touching her at all.

### Read Languages

R [Self], Duration [10 minutes/level]

Allows the caster to read any languages, however alien, for the duration of the spell.

### Read Magic

R [Self], Duration [10 minutes/level]

The caster can read the magical writings on a scroll, in a spellbook, or on an enchanted item. Once the spell or inscription has been successfully read it can be read at any time.

### Shield

R [Self or touch], Duration [1 minute/level]

By means of this spell the user imposes a moving magical barrier between himself and his enemies. It provides +4 AC to all attacks as well as complete protection against *Magic Missile* spell.

### Sleep

Range [100'], Duration [1 minute/level], no save

This spell puts up to 4 HD of creatures, or any combination thereof, to sleep for the duration of the spell. Any creature of 5 HD or over is immune to the spell, as are all undead.

### Floating Disc

R [25' away from caster], Duration [1 hour/level]

The spell conjures a shining disk-shape object that hover between 1' and 5' off the ground, depending on the desires of the caster. It can hold 100 pounds/level. When the spell ends anything the disk was holding crashes to the ground.

### Ventriloquism

R [30'], Duration [1 minute/level], MIND Check to disbelieve

The caster magically sends his voice to make it seem as if it were coming from someplace [or something] else.

## 2<sup>nd</sup> Level Magic User Spells

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### **Audible Glamour**

R [100'], Duration [1 minute +1/level], Save Check [MIND to disbelieve]  
By means of this spell the magic-user is able to create an auditory hallucination. The higher the level of the caster the louder sound they can make.

### **Continual Light**

R [object touched], Duration [permanent]  
The caster casts a permanent, bright light on an object such as a wand or coin. It cannot be cast on a living thing. The object will shed light until either dispelled by the caster or a *Dispel Magic* spell.

### **Darkness**

R [100'], Duration [10 minutes]  
The caster summons pitch darkness in a 25' radius in which even a Dwarf's *Deep Vision* is useless. It can be countered by *Dispel Magic* or a *Light* spell.

### **Detect Evil**

R [50'], Duration [1 minute/level]  
The caster can detect supernatural evil [demons, devils, undead, evil clerics] or evil enchanted objects within range of the spell. It does not detect evil on mortal beings, unless they are in some way under the control of a supernatural entity or they are some kind of unholy person.

### **Detect Invisible**

R [10' + 10'/level], Duration [1 minute/level]  
The caster can see invisible objects and creatures within range of the spell.

### **EJP**

R [50'], Duration [10 minutes/level, Save [none]  
The caster can detect the surface thoughts of any living creature within range. The spell cannot penetrate more than 2' of stone or even a thin layer of lead. Does not work on undead.

### **Invisibility**

R [Self or touch], Duration [1 hour/level or until spell is broken]  
The caster can turn himself, a companion, or a human-ish sized object invisible for the duration of the spell. If a person is invisible and attacks then the spell is broken.

### **Knock**

R [50']  
The spell opens locked gates, doors, chests, etc., including those that have been magically locked.

### **Levitate**

R [Self], Duration [1 round + 1/level]  
The spell lifts the caster straight up or down at the rate of 50'/round.

### **Locate Object**

R [50' +10'/lvl], Duration [1 minute +1/level]  
The spell detects the distance and direction of a known object.

### **Magic Mouth**

Range [Touch], Duration [permanent]  
The caster enchants for an illusionary mouth to appear on an object or small area and speak a limited message [25 words or less] when certain conditions apply, such as the item being picked up or someone passing with 10'.

### **Mirror Image**

R [Self], Duration [1 minute/level]  
The spell caster creates d4 exact duplicate images of herself within 5'. Any attack on an image dispels it but does not affect the others.

### **Phantasmal Force**

R [100'], Duration [Concentration or until touched], Save Check [MIND to disbelieve]  
The spell caster creates a vivid visual illusion that is limited only by his imagination. The illusion makes no sound, but can act terrifying and threatening. If the illusion is believed it can make a single attack at d8 for real damage, at which point it disappears.

### **Pyrotechnics**

R [200'], Duration [10 minutes]  
The spell causes a fire of some kind, be it a torch, lantern or campfire, to create a wild conflagration of smoke and sparks in a roughly 20' radius area.

### **Ray of Enfeeblement**

R [30'], Duration [1 round/level], Save Check [MIND]  
A thin beam of light flies from the spellcasters hand and hits the heart of her victim. If he fails his save all of his STR based attacks subtract d4 from all d20 rolls as well as rolled damage for the duration of the spell [roll every time a STR based dice is rolled].

### **Strength**

R [Self or touch], Duration [1 hour]  
The spell increases the STR score by 4 for the duration of the spell.

### **Web**

Range [10'], Duration [1 hour/level], Save Check [DEX]  
This spell creates a mass of sticky strands in a 10'x10' area, and anyone not making the Save Check is bound to the spot. The webs are very difficult to get out of without the aid of fire. Escape from the gooey mess must be done with either raw strength [STR Check, 15 TASK]. A flaming sword will cut out a victim in a single round.

### **Wizard Lock**

Range [10'], Duration [Permanent]  
This spell is similar to "Hold Portal" but lasts indefinitely. It can be opened by a knock spell without breaking the wizard spell. A wizard lock can be passed through without a spell by any magic-user.

## Clerical Spells

Clerics gain their spells by drawing power directly from their god or gods.

### Spellcasting

Spellcasters may cast spells equal or below 1/2 their class level, rounded up. For example: 5<sup>th</sup> level casters can cast up to 3<sup>rd</sup> level spells, etc.

Clerics can cast any spell of the appropriate level, provided they have the required number of SP to cast the spell.

### Holy Symbol

All clerics openly display their deity's holy symbol, usually as some kind of jewelry, such as a medallion or diadem [worn on the head with the symbol displayed in the center of the forehead]. This symbol acts as the focus through which they cast their holy prayers. The holy symbol is used to cast all clerical spells and resist undead. If the object is lost or somehow tainted then the cleric cannot neither cast spells nor turn undead.

If this object is lost or destroyed the cleric must find a temple or church devoted to their deity in order to properly bless a new one. This request takes 30 days of solid work, during which time she cannot cast any spells, and must remain cloistered in prayer and supplication. Materials used to fabricate and bless the sacred object, as well as penance for allowing the initial object to be destroyed/lost, cost 50s/level of the cleric.

### Spell Points (SP)

All Spellcasters have a pool of Spell Points to power their spells. In the case of clerics these SP represent their mana, holy power, or what have you. A first level cleric begins with 3 SP, adding +2 SP every level thereafter. That is a 2<sup>nd</sup> level cleric has 5 SP, a 3<sup>rd</sup> level cleric has 7 SP, etc.

A cleric can also add their STR stat to their SP total to represent the amount of physical strain that spellcasting causes.

### Spell Point Cost: Level of Spell

### Magic Bonus: Level + MIND

### Spell DC: 10 + Magic Bonus + Level of Spell

10. The resultant DC is what the opponent must beat to defend against the spell or else suffer the spells effects.

Magic Saving Throws are STR, DEX, or MIND Checks, depending on the spell. This is only used when a caster is targeting an opponent and not when targeting themselves or a willing target. Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

### SP Recovery

Spell Points are recovered in full at either sunrise or sunset. The player must make this choice upon character generation.

### Spellcasting in Combat

A spellcaster can walk up to half their movement and still cast a spell. However, she cannot cast spells if actually engaged in combat [adjacent to an active enemy] and must make a Concentration Check [MIND (18)] against their Magic Bonus in order to maintain any spells that require concentration in the event she unwisely ends up in melee combat. Also, if she takes damage she must make another Concentration Check [MIND (18) + damage taken] as above or any spell will cease to function.

### Magic Resistance

Some opponents can resist a spell attack before they even need to make a save. In this instance the spellcaster must roll a d20+Magic Bonus roll versus the MR of the monster. It works exactly like any physical attack roll versus AC.

If the spell attack is unsuccessful the target is completely immune to that specific spell, and even if the spell attack is successful it may still get a normal saving throw, depending on the spell.

## 1<sup>st</sup> Level Cleric Spells

### Bless

R [Self or touch], Duration [10 minutes]  
Instill +1 to hit OR damage OR all Save Checks on self or an ally for the duration of the spell.

### Bless Water

R [5'], Duration [permanent]  
Turns one pint of clean water into holy water.

### Bless Weapon

R[touch], Duration [10 minutes]  
A single weapon becomes +1 to hit and damage for the duration of the spell.

### Cure Light Wounds

R [touch]  
Immediately restore d8 damage to you or an allies Hit Points.

### Detect Evil

R [60'], Duration [concentration]  
Detects supernatural evil [undead, demons/devils, evil clerics, evil magic] within range. Does not detect evil in non-supernatural beings, so you can't walk into the inn and say "I detect evil on the people in the room" and get any kind of meaningful information.

### Detect Magic

R [50'], Duration [Concentration, up to 1 minute/level]  
The spell determines if an enchantment has been laid on a person, place, or thing. It only detects the presence of magic, not what the magic does nor its power level.

### Light

R [Touch], Duration [10 minutes/level]  
This spell to casts light on a single object that shines at about the intensity of a torch.

### Protection from Evil

R [Self], Duration [1 minute/level]  
This spell surrounds the caster with a magic circle [about 1' around] that not only acts as +1 armor from evil entities [including saves], and keeps enchanted monsters such as demons, devils, and elementals from touching her at all.

### Purify Food and Water

R [10'], Duration [permanent]  
Renders spoiled food and undrinkable water safe and wholesome for up to a dozen people.

### Remove Fear

R [Touch], Duration [10 minutes]  
Removes fear from an ally, or gives +4 versus fear spells or monster abilities for the duration of the spell.

### Resist Cold

R [30'], Duration [10 minutes/level]  
Character can withstand normal cold with no ill effects for the duration of the spell, and +2 Checks versus cold magic or even white dragon breath. Damage from cold is reduced by -1 from each die as well.