

Dragoons™

Dragoons20 Role-playing Game

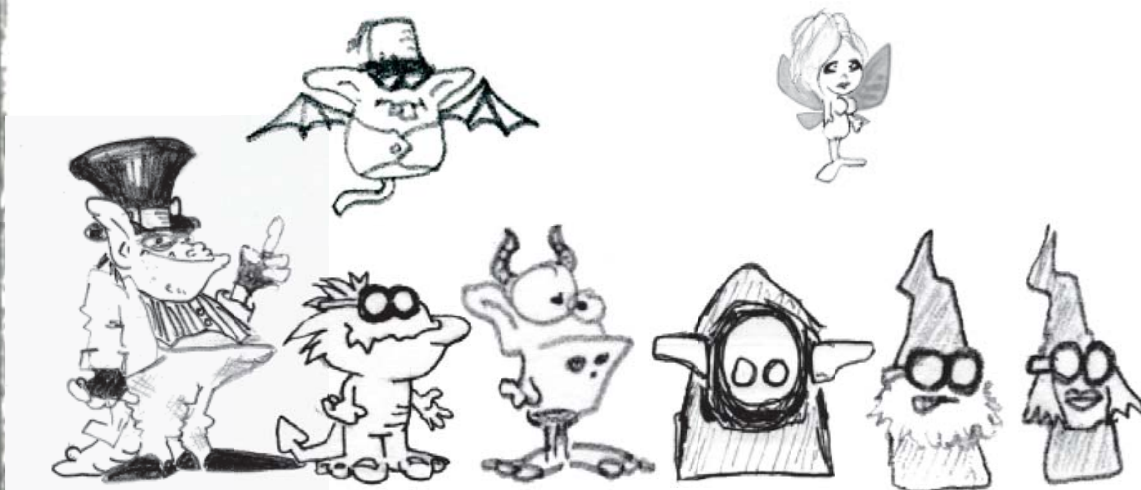
1.1 Edition

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“The Cartoon Steampunk Fantasy World of Scallywags and Scoundrels”



Dragoons20 is based on the Microlite20 Role-playing Game (RPG) that was originally a trimmed-down, subminiature, version of the Primary Fantasy SRD rules (see license for more info). It has been designed to be quick and easy to play, with a sense of humor and minimal consequences for failure. The goal is to create an even simpler game, but one for which players have instant familiarity and all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used with minimal conversion.

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Dedicated to my lovely wife, Sara, and my terrific son, Ross.
Thanks to all my creative play testers.

World ©

Bantamwart, the setting of Dragoons20 is fairly far a field from our own reality or even the classical fantasy settings of Elves and Dwarves. It is an alternate cartoon universe of fairy races, fantasy creatures, magical spells, clockwerk gadgets and steam-powered technology. Bantamwart is a collection of planetoids suspended in the swirling mists of æther. Called æyots, these little moons spin and orbit in chaotic paths – miraculously missing each other. Flying creatures and Blunderwagens freely travel from æyot to æyot. There is no central star; instead, the day light comes from the luminous properties of the ætheric aurora which fades to dark at night, leaving only sparkles and ribbons of faint light.

There are no thundering gods that sit on high taking dominion over the affairs of mortals. Instead the world is alive with spirits that manifest and imbue their believers with strange powers. These small gods are much like our world's Grim Reaper, Tooth Fairy, Easter Bunny, Mother Nature, Father Time, Boogie Monster, and Santa Claus. Other cultures refer to this spirit of all living and inanimate things as Kami, Numen and Animism. Together the small gods are known as the Infinitesimal Immortals. Their power comes from people believing they exist. Communing with the small gods and ancestral spirits gives the shaman their spell casting power. Any believer may ask for their blessing by visiting the Sanctum Sanctorum of the Infinitesimal Immortals and Public Privy – put your coin in the slot, crank the knob, and take the small paper fortune produced.

Technology is wacky and dangerous. Gadgets are often looked upon as abominations or at least as annoyances. Those brave tinkers who manage to make something useful and (mostly) reliable earn some respect from their peers.

The world has lots of magic. Almost everyone can use their Star Powers to perform stunts, feats and spells of various kinds. It is easy to enchant wondrous devices, and most everyone uses them. Never the less magic spells are wild and can go horribly wrong with disastrous mishaps and runaway effects.

Money is a very big motivator for adventurers and creatures, who both like to collect it. The Gildapence (gilded penny – 1GP) is the base unit, with Tuppence (2GP) and Sixpence (6GP) also being common coins. Sub-GP values include the Ha'penny (0.5GP) and the Farthing (0.25GP). Some areas have a local coin called a Slug, made of lead, which is exchanged for 1GP and has no value beyond those areas.

How To Play

Dragoons20 allows a group of players to take the roles of adventuring player characters (PCs) and a dungeoneer (or game master) who moderates the gameplay, runs the adventures and plays the roles of all the non-player characters (NPCs). This RPG focuses on the role-playing and the complex tactical rules have been trimmed to the bone and funny game mechanics have been added to encourage wacky cartoon action. Throughout these rules references to dice are depicted as a number followed by the letter 'D' and another number - 1D20 is a single twenty sided die and 4D6 is four six-sided dice.



Player Characters

Review the rules and then pick a name, a gender, and a race. Then generate your Stats, set your Skill values and choose your Powers and equipment. Once your character is finished, you may also generate a pet Dragon.

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Intelligence (INT), and Charisma (CHA).

Roll 4D6, and drop the lowest die. Total the remaining 3 dice, and assign that number to the stat of your choice. Repeat until you have assigned numbers to all the stats.

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

Races

Boggart +2 DEX

Start with 2 powers of your choice

Boggarts are 24" to 30", grumbly collectors of anything that isn't nailed down. They prefer urban environments.

Gnome +1 INT and +1 DEX Start with 2 Tinker powers

Gnomes are 18" to 24", nimble-minded and skilled workers. They easily become extremely focused on their craft to the exclusion of everything else.

Kobold +2 STR Start with 2 Brute powers

Kobolds are 20" to 26" sneaky, pesky and larcenous. They have little compassion for others, bullying and beating lesser creatures.

Grymm +1 INT and +1 STR Start with 2 Shaman powers

Grymm are 20" to 36", dark and mysterious. Their pale skin is in stark contrast to their black hair and black pointy nails. Their faces below their bone masks is rarely seen.

Pixy +2 CHA Start with 1 Rascal power and Fly power

Pixy are tiny 12" flying bundles of chaos. They have extremely short attention spans and seem disconnected to what is going on around them.

Flunkey +2 DEX Start with 1 Burglar power and Fly power

Flunkey are 30" monkeys with eagle wings. Culturally they proudly wear a fez or other funny hat. They can be very excitable.

Pooka +1 INT and +1 CHA Start with 2 Creature powers

Pooka are 30" to 36" shape changing half-beasts. They may look like other wee folk, but have tails, hooves, horns and beast ears. They tend to be jokesters and take life with a very casual attitude.

Brainard +2 INT Start with 2 Hedge Wyzard powers

Brainard are the disembodied minds suspended in a hardened crystal jar filled with luminous liquid. They have excellent mental abilities and may have magical or mechanical means of locomotion and manipulation, by animating any objects they 'dock' into.

Hyzz +1 DEX and +1 CHA Start with 1 Burglar power and Charm Person power

Hyzz are 36" bipedal reptiles. They wear dark goggles over their hypnotic eyes to prevent accidentally charming people. They are extraordinary, and cold blooded, burglars and rascals.



Classes

Characters begin at Level 1 in an occupation, or class, of their choosing. Every level they may remain in the class they are currently, or choose a new class. Beginning characters get 2 additional powers in their starting class.

Heart Points measure your health for fighting battles.

Starting Heart Points (HP) = STR stat + (STR bonus + HP dice)/level (including 1st)

Star Points measure your magical energy for using powers.

Starting Star Points (SP) = INT stat + (INT bonus + SP dice)/level (including 1st)

The classes are:

Brutes –	Skilled in weaponry, dirty brawling and wilderness survival. HP dice + 1D10 /level. SP dice + 1D6 /level.
Burglars –	Talented in thievery, subterfuge and stealth. HP dice + 1D8 /level. SP dice + 1D8 /level.
Rascals –	Bluffers, forgers, beguilers, taunts and masters of wit and song. HP dice + 1D8 /level. SP dice + 1D8 /level.
Hedge Wyzards –	Practitioner of the arcane arts. HP dice + 1D6 /level. SP dice + 1D10 /level.
Tinkers –	Gadgeteers and inventors. HP dice + 1D6 /level. SP dice + 1D10 /level.
Shamans –	Spiritual communicators and casters of divine magic. HP dice + 1D6 /level. SP dice + 1D10 /level.

Flaws

Each character starts with two flaws. These are quirks, personality traits or physical limitations that encourage individuality and role-playing. Remember that you do not have to demonstrate this weakness every time you have the chance, only when you want to. Player characters can earn 1 XP for

- | | |
|-----------------|--|
| • Absent-minded | • Loud |
| • Blind | • Miserly |
| • Bossy | • Obsessive Compulsive |
| • Clumsy | • Paranoid |
| • Combative | • Pacifist |
| • Deaf | • Pathological Liar |
| • Depressed | • Pessimist |
| • Dingbat | • Poor Vision |
| • Distracted | • Psychotic |
| • Dumb | • Quiet |
| • Easily Lost | • Schizophrenic |
| • Feeble | • Sexist |
| • Flirty | • Shy |
| • Foreigner | • Sickly |
| • Frail | • Silly |
| • Gambler | • Stinky |
| • Grizzled | • Ugly |
| • Grumpy | • Under The Influence |
| • Heavy Accent | • Weak Willed |
| • Hungry | • Phobic (pick one: germs, crowds, heights, light, dark, water...) |
| • Jealous | |
| • Kleptomaniac | |

each flaw, by role-playing them during an adventure so that it affects the story. Feel free to add to or vary these flaws to create unique and interesting characters.

Skills

Skills are used for both focused actions and for reactions, aka saving throws. While there are only a few base skills, by combining skills with different stats you can create many unique permutations.

There are just 7 skills:

- **Tactics** (Tact) is used as a base for all types of attacks and battle tactics.
- **Physical** (Phys) is used for tests of strength or agility, like climbing, jumping, breaking down a door, tackling an opponent, escaping ropes, and bending bars.
- **Subterfuge** (Subt) is used for hiding, moving silently, stealing, picking locks, searching for or setting traps, finding hidden objects, tricking opponents, and ambushing.
- **Knowledge** (Know) is used for tests of applied logic, science, arcane, divine, trivia, and historic lore.
- **Communication** (Comm) is the ability to beguile, intimidate, influence, speak or read a language, and sense, express or repress motives and emotion.
- **Survival** (Surv) is used for things like sensing danger, spot, tracking, foraging, hunting, finding things logically, and determining direction.
- **Recover** (Reco) is used to regenerate heart or star points, or shake off the effects of disease, poison or the unwanted influence of powers.

Skill rank starts at 4 to one skill, 3 to one other skill and 1 to all remaining skills. Each new level additional points are added to skills of your choice.

Skill roll = D20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers
Roll higher than the situational Difficulty Class (DC) to succeed.

For example:

Climbing would use Physical + STR bonus.

Dodging a falling rock is Physical + DEX bonus.

Finding a trap is Subterfuge + INT bonus.

Picking a pocket or disabling a trap is Subterfuge + DEX bonus.

Spotting a hidden burglar or hunting a buck is Survival + INT bonus.

Hearing a ninja approaching is Survival + INT bonus.

Bluffing past a guard is Subterfuge + CHA bonus.

Intimidating the barbarian leader with a show of might is Physical + CHA bonus.

Remaining calm in the face of a brutal foe is Survival + CHA bonus.

Romantic seduction or haggling down a merchant is Communications + CHA bonus.

Realizing that the cad is handing you a line is Communications + INT bonus.

Convincing the sheriff that you were not poaching from the royal preserve is Communications + CHA bonus.

Noticing the poacher is lying is Communications + INT bonus.

To heal 1D6 Heart Points is Recover + STR bonus (can not be done while in a battle).

To regain 1D6 Star Points is Recover + INT bonus (can not be done while in a battle).

To resist, or avoid, the effects of attacks there are saving checks. Use Recover + STR bonus for Fortitude saves, Physical + DEX bonus for Reflex saves, and saving against Magic (Will save) is Knowledge + INT bonus (or + CHA bonus).

DC Level

- | | |
|----|--|
| 10 | Easy - 50/50 chance of succeeding 1 st time |
| 15 | Moderate - would succeed after several attempts |
| 20 | Difficult - would succeed only with luck on his side |
| 25 | Very Difficult - needs some hefty modifiers, expertise and luck |
| 30 | Extremely Difficult – only possible by the most skilled and powerful |

Pet Dragons ©

Each character may have a magical pet, a companion that accompanies them on adventures. Dragons have the same 4 stats as characters, but only roll 3D6, dropping the lowest die as usual.

Dragoons are unique metamorphic species, or constructs, that grow and gain powers as their master levels up. They start with 3 Creature powers and gain 1 additional power, +1 to all skills, and +1 to any stat for each level the master earns. A Dragoon that grows to a STR 19 or greater can be ridden as a mount. Pick one skill to start at +3. Dragoons have a telepathic link to their master and understand what the masters wishes are without verbal communication.

Starting HP = STR stat + (STR bonus + 1D6)/level (including 1st)

Starting SP = INT stat + (INT bonus + 1D6)/level (including 1st)

Powers

Powers are available to both the PCs and the NPCs. Using a power requires the expenditure of SP. The effect of each power is rated by the amount of SP invested into it. The minimal investment is 1SP and the maximum investment, in a turn, is your level in that power's class, or total level or HD for creature powers. If a power is available in more than one qualifying class then you may combine those levels for determining maximum SP.

Powers can be overcharged by spending SP on successive turns until they are released. When overcharged the maximum SP is your levelx3 or HDx3 (3 turns). You can not move or perform other actions while charging a power.

Once successful, a power may be maintained by continuing to expend SP each successive turn. Moving will not disrupt the power, but using other powers or spells will cause another skill check.

Level Advancement

Players earn experience points (XP) for role playing. During any given session a character may earn up to 5 experience points:

- One point for contributing to moving the story along.
- One point for playing according to the role of their current character class.
- One point for making the players or Dungeoneer laugh and have fun.
- Two points, one for each flaw that is role played during the session.

Add up the XP points earned in 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 the remainder after advancing.

Each level adds:

+1 HP dice + STR bonus to Heart Points

+1 SP dice + INT bonus to Star Points

+1 to 5 different skills

One new power of your choosing from your current class

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

After leveling up a character may continue with the current class or chose any other class to multi-class. Keep track of total level and individual class levels.



Brute Powers

Brute powers come from ancient martial techniques and living in the wilderness.

Power	Description
Acrobatic Strike	Avoid obstacles and hazards to close and immediately attack in one action, 5ft/1SP
Acute Senses	+1/SP search or listen check
Ambush Sense	+1/SP detect traps or ambush check
Backstab	+1D6/SP damage with sneak attack
Battle Cry	-1/SP opponent's AC
Beast Reflexes	+1/SP reflex check
Blacksmith	Add +3 to base weapon damage by sharpening or hardening it, or +1 AC to armor, only useable once per item, 0SP, 20GP
Blind-Fight	+1/SP to sense check to be able to fight and move while blinded, in darkness, or when enemies are invisible
Brawl	+1D6/SP damage in unarmed combat
Bruiser	When attacking you can double your STR bonus by taking -2 to hit, 0SP
Bull Rush	+2 to hit, +1D6/SP damage, -2 AC when doing a full move through combat
Camouflage	+1/SP to hide using foliage and natural terrain to hide even when being watched
Chink in the Armor	-1/SP to opponent's AC with creature lore or armor lore check
Cleave	+ 1 repeat brawn attack this turn/SP, cannot change attack type, also ends if an attack fails
Counterattack	Gain a free attack action when any designated opponent hits you, 1 opponent/SP
Daze	Cause regular damage but also -1/SP to AC for daze, DC 10+SP to recover
Defensive Roll	-1/SP to damage taken from one attack, must declare SP before attack
Dirty Fighting	+1/SP to brawn attack, +1/SP damage
Disarm	Attack disarms opponent, DC 10+1/SP to avoid losing weapon, does no damage
Dodge	+1/SP to AC
Draw Aggression	+1/SP distract check, to force opponent's attention on you
Dual Weapon	Ability to use regular melee weapons in two hands, no shields, 1SP
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feint	+1/SP to AC and attack bonus with bluff check
Ferocity	fight an additional turn/SP, if reduced to 0 HP
Giant Weapon	Can wield a double-handed weapon single handed or giant sized weapon double handed, 0SP
Grip	+1/SP to resist disarm attacks
Hamstring	Change a critical hit into an immobilizer (damage is not done, but opponent cannot move), 1SP
Hide	+1/SP hide check
Hunter	+1/SP tracking or hunting check
Improvise Weapon	Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP
Inner Might	+1/SP fortitude checks
Insult	-1/SP to opponent's AC with taunt check
Intimidate	+1/SP intimidate check
Master Climber	+1/SP climb check
Multi-shot	+ 1 repeat target attack this turn/SP, cannot change attack type, also ends if an attack fails
Natural Swimmer	+1/SP swim check
Opportunity Attack	Gain a free attack action when your designated opponent misses, 1SP (must spend before opponent attacks)
Pack Tactics	+1/SP to hit when in combat with Dragoon (Dragoon gains +2 combat)
Power Strike	+1D6/SP damage in armed combat
Quick Draw	Changing or drawing weapons is does not take an action, 1SP
Sneak Attack	+2D6/SP damage for one attack from hiding or ambush
Sneaky	+1/SP move silently check
Sprint	3x speed for 1 round/SP
Total Defense	+1/SP to AC, no other actions allowed that round
Tracking	+1/SP to search check to follow tracks
Trick Shot	+1/SP for ranged attack that is behind cover, very small or other penalty
Trip	Converts an unarmed attack into a trip, causing no damage, making the opponent prone (-4 AC) DC 10+1/SP to avoid
Uncanny Dodge	Get DEX bonus to AC even if ambushed, sneak attack or unseen opponents, 0SP
Woodland Stride	+5ft/SP speed when moving through wilderness, Track DC 10+SP

Burglar Powers

Burglars come by their powers by apprenticeship and practice.

Power	Description
Ambush	+1/SP to hit when already hiding
Ambush Sense	+1/SP detect traps or ambush check
Appraise	+1/SP estimate price check
Backstab	+1D6/SP damage with sneak attack
Chase	+1/SP to pursue checks
Craft Tools	Make tools to help burglarize, +2 Subt, 0SP & 10GP
Craft Traps & Locks	Craft check to make complex traps and locks, 0SP & 100GP/EL, DC 10 for EL1, DC 15 for EL2, DC 20 for EL3, DC 25 for EL4, and DC 30 for EL5
Decipher Script	Able to use Shaman or Hedge Wyzard scrolls at a level equal to the burglar's level, 0SP
Defensive Roll	-1/SP to damage taken from one attack, must declare SP before attack
Disable Device	+1/SP to sabotage check to disarm traps, break gadgets and disable magical contraptions. DC = SP rating for the device + any Obfuscation rating or DC = 10+EL rank. Causes 1D6/SP damage to device.
Dodge	+1/SP to AC
Elude	+1/SP to escape checks
Escape Artist	+1/SP to defend use rope check (DC as Use Ropes), manacles (DC 30), Web (halve DC), Tangle (DC 10+HD or level)
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feint	+1/SP to AC and attack bonus with bluff check
Filch	Pilfer small valuables (1D6GP/10 minutes), 0SP
Hide in Shadows	+1/SP to hide using shadows and disguise to hide even when being watched
Improvise Burglar Tools	Can find objects that will serve as burglar tools, DC 10 for -1 Subt, DC 15 for +0 Subt, DC 20 for +1 Subt and DC 25 for +2 Subt, 0SP
Improvise Weapon	Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP
Intuit Direction	+1/SP sense direction check, can orient yourself in city, inside or underground
Jump	+1/SP acrobatics check
Listen	+1/SP perception check
Master Climber	+1/SP climb check
Natural Swimmer	+1/SP swim check
Night Vision	+1/SP to sense check to be able to perform skills, combat and move while blinded, in darkness
Open Locks	+1/SP picking locks check
Parkour	+5ft/SP speed when moving through urban or dungeon environments, Track DC 10+SP
Pick Pockets	+1/SP pick pocket check, DC 10 for food or water, DC 15 for tools or device, DC 20 for weapons and DC 25 for 3D6GP of valuables
Quick Reflexes	+1/SP reflex check
Read Lips	+1/SP perception check, can understand as though they heard the conversation
Scavenge	Find useful items in 10 minutes, DC 10 for food or water, DC 15 for broken tools or device, DC 20 for dull weapons and DC 25 for 1D6GP of valuables, 0SP
Search	+1/SP search check
Sleight of Hand	+1/SP distract check when dealing with objects that can be hidden
Slippery Mind	+1/SP will check against mind reading or control
Snare	+1/SP to set trap check, Can set a quick trap to trip, causing no damage, making the opponent prone (-4 AC) DC 10+1/SP to avoid
Sneak Attack	+2D6/SP damage for one attack from hiding or ambush
Sneaky	+1/SP move silently check
Sprint	3x speed for 1 round/SP
Steetwise	+1/SP local knowledge check to find jobs, contact, rumors, supplier or buyer in urban environments
Total Defense	+1/SP to AC, no other actions allowed that round
Tumble	+1/SP reflex check to avoid damage from falls or area affect attacks
Uncanny Dodge	Get DEX bonus to AC even if ambushed, sneak attack or unseen opponents, 0SP
Use Device	Able to use Shaman, Hedge Wyzard or Tinker devices at a level equal to the burglar's level, 0SP
Use Rope	+1/SP climb, bind or grapple check with rope

Rascal Powers

Rascals have uncanny understanding of people and how to manipulate them.

Power	Description
Ambush	+1/SP to hit when already hiding
Ambush Sense	+1/SP detect traps or ambush check
Appraise	+1/SP estimate price check
Backstab	+1D6/SP damage with sneak attack
Busking	Street performance to earn meals and tips (1D6GP/10 minutes), 0SP
Cause Fear	One creature or character of up to 1 HD or level/SP flees SP turns
Charm Creature	Makes one creature your friend for 1 turn/SP with beguile check
Charm Person	Makes one person your friend for 1 turn/SP with beguile check
Craft Instrument	Make musical instrument, 0SP & +2 perform check/100GP
Decipher Script	+1/SP to use Shaman or Hedge Wyzard scrolls at a level equal to the rascal's level
Defensive Roll	-1/SP to damage taken from one attack, must declare SP before attack
Dodge	+1/SP to AC
Draw Aggression	+1/SP distract check, to force opponent's attention on you
Escape Artist	+1/SP escape check
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feblemind	-1/SP from subject's INT score for SP turns
Forgery	+1/SP to bluff check to pass off copies of art, jewelry, paperwork and currency
Glamour	+1/SP to CHA bonus for SP turns for beguiling
Glibness	+1/SP to bluff checks while lying
Glitterdust	1 target/SP are blinded for 1 turn/SP, reveals or prevents invisibility and hiding
Gossip	+1/SP local knowledge check
Hide in Shadows	+1/SP to hide using shadows and disguise to hide even when being watched
Hideous Laughter	Subject loses actions 1 turn/SP, must maintain humor each turn
Illusion	Creates mirage, 1 object/SP, +1SP each animated, sound, smell, and thermal effects
Improvise Rascal Tools	Can find objects that will serve as rascal tools, DC 10 for -1 Comm, DC 15 for +0 Comm, DC 20 for +1 Comm and DC 25 for +2 Comm, 0SP
Improvise Weapon	Can find an object that will serve as a weapon, DC 10 for 1D6, DC 15 for 2D6, DC 20 for 3D6 and DC 25 for 4D6, 0SP
Inspire	+1/SP to will saves for friends who can hear (area)
Insult	+1/SP aggravate check, -1/SP to opponent's AC
Intimidate	+1/SP intimidate check
Intuit Direction	+1/SP sense direction check, can orient yourself in city, inside or underground
Jump	+1/SP acrobatics check
Laugh It Off	+1/SP to all fortitude, reflex or will saves (self)
Master Climber	+1/SP climb check
Natural Swimmer	+1/SP swim check
Open Locks	+1/SP picking locks check
Parkour	+5ft/SP speed when moving through urban locals, Track DC 10+SP
Pick Pockets	+1/SP pick pocket check
Prestidigitation	Performs minor tricks for 1 encounter, 1SP
Quick Reflexes	+1/SP reflex check
Read Lips	+1/SP perception check, can understand as though they heard the conversation
Search	+1/SP search check
Sleep	1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area)
Sleight of Hand	+1/SP distract check when dealing with objects that can be hidden
Slippery Mind	+1/SP will check against mind reading or control
Sneak Attack	+2D6/SP damage for one attack from hiding or ambush
Sneaky	+1/SP move silently check
Sonic Blast	1D6/SP sonic disruption ranged attack (area)
Sprint	3x speed for 1 round/SP
Taunt	-1/SP to all opponents skills, powers and attacks with aggravate check
Total Defense	+1/SP to AC, no other actions allowed that round
Tumble	+1/SP reflex check to avoid damage from falls or area effect attacks
Use Device	Able to use Shaman, Hedge Wyzard or Tinker devices at a level equal to the rascal's level, 0SP
Ventriloquism	+1/SP to project voice check from any visible object, 1 turn

Hedge Wyzards

Hedge Wyzards study archaic tomes to learn dangerous spells. Powers in gray are craft powers, the remaining are spell powers.

Power	Description
Brew Potion	Store any non-attack spell known in a drink or ointment usable by anyone, must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP
Craft Wand	Craft wand, 0SP & +2 cast spells check, 100GP
Craft Ward	Craft ward, 0SP & +2 AC, 100GP
Craft Charm	Craft charm, 0SP & +2 resist spells, 100GP
Create Wondrous Item	Permanently enchant magical items with known non-attack spells, user of item must spend SP equal to spell rank embedded, 200GP/SP, max level SP
Enchant Weapon	Permanently enchant weapons with +1 attack/3SP and/or a known attack spells, user of item must spend SP equal to spell rank embedded, 300GP/SP, max level SP
Scribe Scroll	+1/SP to create a scroll of any spell known, must invest additional SP equal to spell rank embedded, 20GP, max level SP
Antimagic Field	Temporarily negates magic within 10 ft. for 1 turn/SP, must be DC of 10+SP of spell or enchantment
Arcane Mark	Inscribes a permanent personal rune (visible or invisible) to indentify object, 0SP
Baleful Polymorph	Transforms target, up to 1HD or level/SP into a frog, chicken, sheep, or bunny for 1 turn/SP
Blink	+5ft/SP move by teleportation
Cause Fear	One creature of 1 HD/SP or less flees SP turns
Charm Creature	Command one creature (move, follow, attack, push, lift, stand) for 1 turn/SP with beguile check
Charm Person	Command one person (move, follow, attack, push, lift, stand) for 1 turn/SP with beguile check
Comprehend Languages	+1/SP speak or read language check
Cone of Cold	1D6/SP ice ranged attack (area)
Crushing Grasp	1D6/SP crush touch attack
Detect Magic	+1/SP, Indicates direction of nearest spells and magic items within 60ft
Dispel Magic	Cancels SP rank of magical spells and effects
Drain	1D4/SP drains target's SP, touch attack, ignores armor
Feather Fall	+1/SP to make SP# of objects/creatures fall slowly for up to SP turns
Feeblemind	-1/SP from subject's INT score for SP turns
Fireball	1D6/SP fire burst ranged attack (area)
Fly	+5ft/SP move through air
Haste	3x speed for 1 round/SP
Heal	+1/SP first aid check, 1D6/SP healing touch
Invisibility	Subject is invisible for 1 turn/SP or until it attacks
Knock	+1/SP to open locked or magically sealed door check
Light	Staff or wand shines like a torch for 10 minutes/SP, until dismissed
Lightning Bolt	1D6/SP electrical bolts ranged attack (area)
Mage Armor	+1/SP to AC for SP turns
Magic Missile	Magical missiles, 1D6/SP damage, ranged (area)
Magic Pocket	Opens a portal to a unique pocket dimension, 1SP
Passwall	Creates 1ft radius/SP passage through wood or stone wall, 1inch thick/SP for SP turns
Scrying	Spies on subject from a distance via Dragoon, 5ft/SP
See Invisibility	+1/SP sense check to reveal invisible creatures or objects
Shapechange	Transforms user into a 1HD/SP creature from the local area Encounter table for 1 turn/SP (you must have encountered that creature before)
Sleep	1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area)
Slow	Makes one creature up to 1 HD/SP move at only 5ft/turn
Sonic Blast	1D6/SP sonic disruption ranged attack (area)
Spell Turning	Reflect 1 spell rank/SP back at caster
Spider Climb	+1/SP climb check to walk on walls or ceilings
Sprint	3x speed for 1 round/SP
Stone Shape	Sculpts 1 CUBFT/SP of stone into any shape
Stoneskin	Ignore SP points of damage per attack for SP turns
Telekinesis	Lift 1D6 pounds/SP for SP turns
Tunnel	+2.5ft/SP move through soil
Web	1D6 HD or levels of enemies/SP cannot move (can attack), DC10+SP to escape (area)
Will-o-wisps	Creates bouncing glow 1 minute, 0SP

Tinkers

Tinkers earn their powers by apprenticeship, study and experimentation.

Power	Description
Appraise	+1/SP estimate price check
Craft Tinker Tools	Craft tools to help tinker, +2 Know, 0SP & 10GP
Craft Traps & Locks	Craft complex traps and locks. Costs 100GP/EL, , max level EL. DC 10 for EL1, DC 15 for EL2, DC 20 for EL3, DC 25 for EL4, and DC 30 for EL5
Create Blunderwagen	Craft a vehicle capable of hauling 1 to 6 passengers and gear up to 50 miles/day, using the sprint, fly, swim, tunnel, or blink powers, max level passengers – every 20 miles it must be refueled which will require purchasing fuel for 10GP, or scavenging the fuel. Any maneuvers will require a pilot check; a failure requires an Operate Dangerous Device check. Cost 0SP, 1000GP and 1 day/passenger
Create Bomb	Craft dangerous explosives with any attack power with area affect, takes 1 day to make, max level SP. must invest additional SP equal to power rank embedded. DC 10 for 1D6 & 50GP, DC 15 for 2D6 & 100GP, DC 20 for 3D6 & 200GP, DC 25 for 4D6 & 400GP, DC 30 for 5D6 & 800GP
Create Clockwerk Device	Craft small items (watches, rings, compasses, pocketknife, coins, jewelry, monocle, goggles...) with any skill bonus, takes 1 day to make, max level SP. Costs 0SP and DC 10 for +1 & 50GP, DC 15 for +2 & 100GP, DC 20 for +3 & 200GP, DC 25 for +4 & 400GP, DC 30 for +5 & 800GP – owner still spends SP equal to skill bonus to power gadget every use
Create Infernal Weapon	Craft dangerous weapons (blunderbuss, belchers, rayguns, electro-blades, grenades, ...) with any class or creature attack power, takes 3 days to make, max level SP. DC 10 for +1 & 50GP, DC 15 for +2 & 100GP, DC 20 for +3 & 200GP, DC 25 for +4 & 400GP, DC 30 for +5 & 800GP – owner still spends SP equal to bonus to power gadget with use
Create RC Construct	Craft clockwork or steam-powered construct capable of following simple commands (command words, whistles, hand-signals): move, follow, attack, push, lift, day. It has no mind of its own (0 INT & 0 CHA). 3D6 STR, 2D6 DEX and 1 HD/1000GP, max level SP – every day it must be refueled which will require purchasing fuel for 10GP, or scavenging the fuel. Cost 0SP
Disable Device	+1/SP sabotage check to disarm traps, break gadgets and disable magical contraptions. DC = SP rating for the device + any Obfuscation rating or DC = 10+EL rank. Causes 1D6/SP damage to device.
Evasion	+1/SP to reflex check to avoid all damage (not just half)
Feeblemind	-1/SP from subject's INT score for SP turns
Fix Device	+1/SP gadgeteering check, 1D6/SP repair HP
Improvise Tinker Tools	Can find objects that will serve as tinker tools, DC 10 for -1 Know, DC 15 for +0 Know, DC 20 for +1 Know and DC 25 for +2 Know. Costs 0SP
MacGyver Device	Combine the functions of a several small sized devices or weapons of any kind to build a new device combining those powers at twice the SP rating. Cost is new level SP. DC = 10+SP rating. Time 1D6 turns.
Multi-shot	+ 1 repeat target attack this turn/SP, cannot change attack type, also ends if an attack fails
Obfuscate Device	+1/SP gadgeteering check to make it harder to disable or sabotage a device by increasing the defense rating by +1/SP
Operate Dangerous Device	+1/SP gadgeteering check. Any time you use an Infernal Weapon or Blunderwagen it will require skill checks, failing a skill check for these devices requires a further check on Operate Dangerous Device or the device will suffer 5D6 HP damage that will need repair to operate again. A Blunderwagen will limp along, at 1D6x5ft/turn until it reaches a place to repair it.
Sabotage Device	Gadgeteering check to cause device to explode, DC = SP rating for the device + any Obfuscation rating. Causes explosion of 1D6 /SP in 30ft area.
Scavenge Parts	Find useful items in 10 minutes, DC 10 for fuel, DC 15 for beams, plates, frames or fasteners, DC 20 for pulleys, gears, levers, fins, or belts and DC 25 for bellows, springs, counter weights, boilers, or mechanism parts, 0SP
Slippery Mind	+1/SP will check against mind reading or control
Transform Device	Change the power of a device of any kind into a new power with the same SP rating, max level SP. DC = 10+SP rating. Cost rating SP. Time 3D6 turns.
Trick Shot	+1/SP for ranged attack that is behind cover, very small or other penalty
Use Device	Able to use any other classes devices at a level equal to the tinker's level, 0SP
Weird Science	+1/SP science check to understand principles of any power or mechanical principle

Shamans

A shaman's divine powers are passed down from their ancestors and favors granted by local spirits. Powers in gray are craft powers, the remaining are spell powers.

Power	Description
Brew Healing Potion	Create a drink or ointment usable by anyone to add +1D6 to recovery checks for SP (star potion) or HP (heart potion), must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP
Brew Potion	Craft check to store any known non-attack spell in a drink or ointment usable by anyone, must invest additional SP equal to spell rank embedded, 10GP/SP, max level SP
Craft Charm	Craft charm, 0SP & +2 resist spells, 100GP
Craft Totem	Craft totem, 0SP & +2 cast spells check, 100GP
Craft Ward	Craft ward, 0SP & +2 AC, 100GP
Enchant Rune/Tattoo	+1/SP to enchant check to store any spell known in a permanent rune on objects or permanent tattoo on person. It is released using a simple trigger you specify, user of rune must spend SP equal to spell rank embedded, 200GP/rank, max level SP
Scavenge Ingredients	Find potion ingredients in 10 minutes, DC 15 for Star Potion, DC 20 for Heart Potion and DC 25 for other potions, 0SP
Astral Projection	Projects you and companions onto Astral Plane, 1 turn/SP
Augury	Learns whether an action will be good or bad (1 yes or no question), GM digression. Costs 1SP
Awaken	Animal or object gains +1 INT/SP (max 18) and speech, for 1 hour/SP
Baleful Polymorph	1 HD/SP to transform subject into harmless frog, chicken, sheep, or bunny, lasts 1 turn/SP
Bane	Enemies have -1/SP on attack rolls and communication + MIND checks against fear for 1 turn/SP
Banish Creature	Sends one creature up to 1 HD/SP to a unique pocket dimension, creature resists at +5
Banish Living Dead	Intimidate check to make one living dead creature up to 1 HD/SP run away for 1 turn/SP
Bless	Allies gain +1/SP on attack rolls and communication + MIND checks against fear for 1 turn/SP
Cure Disease	+1/SP to first aid check to cure disease, living dead can resist at +5
Discern Lies	+1/SP to sense motive check to reveal deliberate falsehoods, lasts 3 turns/SP
Discern Location	+1/SP sense direction check to reveal direction to creature or object, lasts 3 turns/SP
Entangle	Make plants entangle enemies in 10' radius/SP for 1 turn/SP
Ethereal Jaunt	Become ethereal for 1 turn/SP, can fit through tiny spaces, but not solid walls
Faerie Fire	Outlines subjects with light for 5 turns/SP, cancels blur, invisibility, etc. Can be dismissed
Freedom of Movement	Subject moves normally despite impediments or spells for 1 turn/2P, ranged
Guidance	+1/SP to attack roll, +1/SP to skill check. Lasts for 1 turn/SP
Heal	+1/SP first aid check, 1D6/SP healing touch
Neutralize Poison	+1/SP to first aid check to cure poison or detoxify venom in or on subject
Obscuring Mist	Fog surrounds you, provides concealment (DC 25) for 1 turn/SP
Produce Flame	Fire damage 1D6/SP, touch or thrown.
Remove Paralysis	+1/SP to medicine check to free one or more creatures from paralysis or slow effect.
Spying	Spies on subject from a distance via Dragoon, 10ft/SP
Shadow Jaunt	+5ft/SP move by teleportation but only through shadows
Speak with Animals	+1/SP communicate check to talk with animals for 1 turn/SP
Speak with Dead	Speak with corpse. Answers one question/SP with Comm+INT check.
Speak with Plants	Talk to normal plants and plant creatures for 1 turn/SP with Comm+INT check
Summon Creature	1 HD/SP to return last banished creature or random encounter from area if more than 24 hours, lasts 1D6 turns
Summon Swarm	Summons swarm of bats, rats, or spiders for 1 turn/SP
Telepresence	Hear and see at a distance for 5ft/SP with sense check
True Seeing	Lets you see all things as they really are for 1 turn/SP
Word of Recall	Move yourself, touched objects and willing creatures by teleportation any distance, but only to your sanctuary or home, 1 object or person/SP

Creature Powers

These powers are related to the natural or supernatural abilities of Dragoons and creatures. There are three basic kinds of creature powers: skill check bonuses, abilities and attacks.

Power	Description
Acid	1D6/SP dissolve touch attack
Acute Senses	+1/SP search or listen check
Ambush	+1/SP to hit when already hiding
Blink	+5ft/SP move by teleportation
Bonus Attack	+ 1 repeat attack this turn/SP, cannot change attack type, also ends if an attack fails
Brawl	+1D6/SP damage in unarmed combat
Breath Fire	1D6/SP fire breath ranged attack (area)
Breath Water	can breath underwater 1 turn/SP
Bull Rush	+2 to hit, 1D6/SP damage, -2 AC when doing a full move through combat
Camouflage	+1/SP to hide using foliage and natural terrain to hide even when being watched
Charm Person	+1/SP beguile check, command one person (move, follow, attack, push, lift, stand) for 1 turn/SP
Clever	+1/SP Know check
Danger Sense	+1/SP detect traps or ambush check
Deceptive	+1/SP Subt check
Dodge	+1/SP to AC for SP turns
Drain	1D4/SP drains target's SP, touch attack, ignores armor
Fear	Makes one person up to 1 level or HD/SP run away for 1 turn/SP
Ferocity	fight an additional round/SP, if reduced to 0HP
Fly	+5ft/SP move through air
Frost	1D6/SP ice ranged attack (area)
Growl	+1/SP intimidate check
Harden	+1/SP to AC for SP turns
Heal	+1/SP first aid check, 1D6/SP healing touch
Hunter	+1/SP tracking or hunting check
Inner Might	+1/SP fortitude check
Invisibility	Subject is invisible for 1 turn/SP or until it attacks
Lightning Bolt	1D6/SP electrical bolts ranged attack (area)
Master Climber	+1/SP climb check
Natural Swimmer	+1/SP swim check
Pack Tactics	+1/SP to hit when in combat with master (master gains +2 combat)
Paralysis	Immobilizes 1 HD or level of enemies/SP, lasts 1 turns/SP
Quick Reflexes	+1/SP reflex check
Regenerate	+1/SP HP recovery check
Shapechange	Transforms user into a 1HD/SP creature from the local area Encounter table for 1 turn/SP (you must have encountered that creature before)
Slam	1D6/SP crush or stomp touch attack
Sleep	1D6 HD or levels of enemies/SP slumber, DC10+SP to wakeup (area)
Sneaky	+1/SP move silently check
Sonic Blast	1D6/SP sonic disruption ranged attack (area)
Spider Climb	+1/SP climb check to walk on walls or ceilings
Spray	1D6/SP water spout ranged attack (area)
Sprint	3x speed for 1 round/SP
Stinger	1D6/SP poison ranged attack, DC10+SP to resist or take SP damage/turn
Tangle	+1/SP grapple check to immobilize for 1 turn, touch attack, ignores armor
Tunnel	+3ft/SP move through soil
Venom	1D6/SP poison touch attack, DC10+SP to resist or take SP damage/turn
Web	Immobilizes 1 HD or level of enemies/SP, DC10+SP to escape (area)
[Class]	[any ability from the master's class if Dragoon or any class if creature]

Equipment

Brutes start with 1 piece of armor, 1 melee weapon, 1 ranged weapon and 1 knife or dagger.

Rascals & Burglars start with 1 ranged weapon and 1 knife or dagger.

Tinkers, Shamans & Hedge Wyzards start with 1 knife or dagger.

Everyone starts with 1 gear pack of their choice.

Melee Weapons 1D20

Bastard Sword 1D10 35GP

Battleaxe 1D8 10GP

Bowie Knife 1D6 10ft 10GP

Dagger 1D4 10ft 2GP

Flail 1D8 8GP

Great Sword 2D6 50GP

Halberd 1D10 10GP

Hatchet 1D4 20ft 6GP

Heavy Mace 1D8 12GP

Long Sword 1D8 15GP

Morningstar 1D8 8GP

Quarterstaff 1D6 -

Saber 2D4 15GP

Sap 1D6 1GP

Scythe 2D4 18GP

Short Sword 1D6 10GP

Sickle 1D6 6GP

Spear 1D8 20ft 2GP

Warhammer 1D8 12GP

Whip 1D6 1GP

Ranged Weapons 1D8

Blowgun 1D4 20ft 1GP

Crossbow 1D8 80ft 35GP

Darts 1D4 20ft 0.5GP

Hand Crossbow 1D4 30ft 100GP

Shortbow 1D6 60ft 30GP

Sling 1D4 50ft -

Throwing Knife 1D4 10ft 2GP

Throwing Stars 1D6 30ft 0.5GP

Gadget Weapons 1D4

Double-barreled Blunderbuss 3D6/barrel
20ft 1200GP

Flame Belcher 3D6 10ft 600GP needs fuel
each day

Long Blunderbuss 3D6 30ft 600GP

Short Blunderbuss 2D6 10ft 400GP

Armor 1D12

Bracers +1AC 25GP

Breastplate +5AC 200GP

Buckler +1AC 15GP

Chain Shirt +4AC 100GP

Chainmail +5AC 150GP

Helmet +1AC 15GP

Hide +3AC 15GP

Leather +2AC 10GP

Monsterhide +5AC/+2 save vs spells 600GP

Shield +1AC 9GP

Spaulder +1AC 100GP (can wear 2)

Studded Leather +3AC 25GP

Clothing 1D10

Artisan's Outfit 1GP

Cold Weather Outfit 8GP

Entertainer's Outfit 3GP

Explorer's Outfit 10GP

Noble's Outfit 75GP

Peasant's Outfit 0.25GP

Royal Outfit 200GP

Scholar's Outfit 5GP

Traveler's Outfit 1GP

Wyzard's Outfit 10GP



Gear Packs 1D6

Hunter Pack 20GP

- Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)

Explorer Pack 20GP

- Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10" Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)

Climber Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, Staff, Waterskin, Iron Rations (4 days)

Tool Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Tool Kit (choose burglar or tinker), Waterskin, Iron Rations (4 days)

Performer Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Musical Instrument, Waterskin, Iron Rations (4 days)

Spellcasters Pack 20GP

- Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, Staff, 10 parchments, ink, quill, 3 bottles, Waterskin, Iron Rations (4 days)

Adventuring Gear

Artisan's Tools 5GP	Flask (metal empty) 1GP	Pitcher, clay 0.25GP
Backpack (empty) 2GP	Flint and Steel 1GP	Piton 0.5GP
Barrel (empty) 2GP	Grappling Hook 1GP	Pole, 10 ft. 0.25GP
Basket (empty) 0.5GP	Hammer 0.5GP	Pot, iron 0.5GP
Bedroll 0.5GP	Healer's Kit 50GP	Pouch, belt (empty) 1GP
Bell 1GP	Hourglass 25GP	Rations, trail (per day) 0.5GP
Blanket, winter 5 sp	Ink (1 oz. Vial) 8GP	Rope, hempen (50 ft.) 1GP
Block and Tackle 5GP	Inkpen 1GP	Rope, silk (50 ft.) 10GP
Bottle, wine, glass 5GP	Jug, clay 0.5GP	Sack (empty) 0.25GP
Bucket (empty) 0.5GP	Ladder, 10 ft. 1GP	Sealing Wax 1GP
Caltrops 1GP	Lamp, common 0.5GP	Sewing Needle 0.5GP
Candles, 5 pieces 1GP	Lantern, bullseye 12GP	Signal Whistle 8 1GP
Canvas (3 sq. yd.) 0.5GP	Lantern, hooded 7GP	Signet Ring 5GP
Case, map or scroll 1GP	Lock, average 40GP	Sledge 1GP
Chain (10 ft.) 30GP	Lock, good 80GP	Soap (per lb.) 0.5GP
Chalk, 5 pieces 0.25GP	Lock, simple 20GP	Spade or Shovel 2GP
Chest (empty) 2GP	Magnifying Glass 100GP	Spellbook (blank) 15GP
Compass 10GP	Manacles 15GP	Spyglass 1,000GP
Craftsman's Tools 5GP	Mirror, small steel 10GP	Tent 10GP
Crowbar 2GP	Mug/Tankard, clay 0.25GP	Thieves' Tools 30GP
Disguise Kit 50GP	Musical Instrument 5GP	Torch 0.25GP
Firewood (per day) 0.5GP	Oil, pint flask 0.25GP	Vial, potion (empty) 1GP
Fishhook 0.5GP	Paper (sheet) 4 sp	Waterskin 1GP
Fishing net (25 sq.ft.) 4GP	Parchment (sheet) 0.25GP	Whetstone 0.25GP

Dungeoneer

This section deals with rules that are used by the Dungeoneer, who acts as game master. The goal of the Dungeoneer is to make the game as enjoyable for the players as possible while still having fun themselves.

Combat and Other Hazards

If HPs reach 0 the character, creature or Dragoon goes unconscious and can perform no actions or move. They do not continue to take damage. Any negative HP is reset to 0. Each turn roll a skill check Recover+STR bonus against DC 15 to avoid dying. If healed, before dying, to 1 HP, or more, they regain consciousness and can move or perform actions again. Dead characters must go to be judged in Hell before they return. Nobody has to be dead forever (See Hell page 18).

Initiative:

Use DEX for initiative order. Highest DEX goes first, lowest DEX goes last. Everyone can move and do one additional action each turn; move again, attack, use a skill or power, etc. The initial move can be skipped to a draw weapon or device action.

Attack Values:

Brawn Attack = Tact+STR bonus (- Armor rating*)

Target Attack = Tact+DEX bonus (- Armor rating*)

Mental Attack = Tact+INT bonus (- Armor rating*)

Influence Attack = Tact+CHA bonus (- Armor rating*)

*Spellcasting does not work as well while wearing armor. Any attack that uses spellcasting must subtract Armor rating from attack value.

Attacks Against Armor:

Armor Class (AC) = 10 + DEX bonus + Armor rating.

Touch attacks ignore armor rating.

Add attack value to a 1D20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. Natural 1 is a fumble, roll on the Fumble Table.

Verses Attacks:

Some kinds of attacks resolve like skills and then are opposed by saving checks.

The attacker adds attack value to a 1D20 roll. The defender adds their save check to a 1D20 roll. The winner of the contest is the one with the higher total.

Doing Damage:

Roll damage dice based on weapon or power used. Add STR bonus to melee damage, x2 for 2-handed weapons. Everyone gets one unarmed attack for 1D6 + STR bonus damage if not using weapons or powers.

Powers with area attacks can split the damage over as few or as many targets as the attacker chooses. The damage is split over all targets as evenly as possible. Each target can save independently.

Falling: 1D6 damage per 10', half damage on Reflex save check. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Fortitude save check to avoid or stop continuing damage.

Extreme Heat & Cold: If not wearing suitable protection, Fortitude save check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

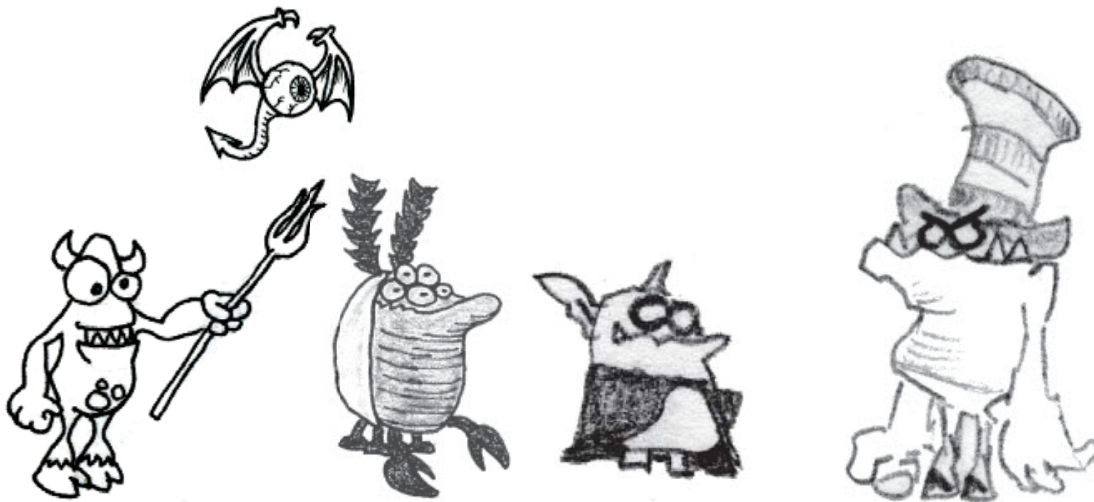
Disease: Fortitude save check to avoid or succumb to pox (-1D6 to each Stat), vampyrism, lycanthrope, shades disease, or toxic zombism

Hell ©

When a character dies they go to Hell to be judged, with full HP, SP and equipment. There are many circles of Hell – roll 3D6 and consult the chart. If you die in Hell you roll for another circle of Hell. Nobody said Hell was fun, but it is funny. Each judge is 6HD, 50HP, 50SP, and AC15 (it is just too hot to wear armor in hell all day). If they run out of HP or SP they will leave for 10 turns to recover. You earn no XP if you do not role-play the 24 hour penalty. Yes, Dragoons, constructs and the living dead can visit Hell.

Each judge can grow bored of watching you try to accomplish your escape task. Each turn they have a 10% chance to attack you in an attempt at spicing things up. They don't call it Hell for nothing.

Roll	Circle of Hell, Judge	Escape	24 hour Penalty
1	Purgatory, Peanuts Slam 18	1D6 Subt+DEX bonus checks in a row	Stinks in 30ft. Radius
2	Abyss, Smedly - Lightning Bolt 18	1D6 Surv+INT bonus checks in a row	Speaks loudly, bad vision
3	Hades, Vixen - 6D6 battle axe	1D6 Phys+STR bonus checks in a row	Gear doesn't return yet
4	Styx, Angus - Bull Russ 18	1D6 Know+INT bonus checks in a row	Gender changed
5	Inferno, Drudley - Breath Fire 18	1D6 Comm+CHA bonus checks in a row	Speaks in rhyme or song
6	Karaoke Bar, Miley - Sonic Blast 18	1D6 Reco+STR bonus checks in a row	Doesn't recognize anyone



Fumbles & Critical Hits

If a player rolls a natural 20 (the actual result on the die) on a skill or combat check the best possible result will happen. This would include maximum damage or effect on rolled dice.

There is a consequence for failure, and rolling a natural 1 on a skill check or combat check will result in disastrous results. There are four categories of fumbles – skill fumbles are just funny things that interfere with your progress, battle fumbles are the result of making mistakes during combat, magical misfires are the result of magic gone wild, and the snafu table is for gadgets and technology that goes wrong.

Roll	Skill Fumble	Battle Fumble	Magical Misfire	Gadget Snafu
1	Costs +1D6SP	Costs +1D6SP	Costs twice as much SP	Gadget needs fixing, DC 15
2	Makes incredibly loud noise	Makes incredibly loud noise	Makes incredibly loud noise	Makes incredibly loud noise
3	Floor breaks open and falls 10ft	Armor falls off	Caster shrinks to ½ size, DC20 to recover	Needs new part
4	Brass pot drops on character's head, 2D6	Drop shield	Causes caster to glow, DC20 to recover	Causes operator to glow, DC20 to recover
5	Angry Imp teleports in to fight	Drop primary weapon	Angry Imp teleports in to fight	Falls to pieces, 20 minutes to fix, DC 15 to fix
6	Blinded for 1D6 turns	Blinded for 1D6 turns	Everyone in 15ft stinks	Everyone in 15ft stinks
7	Slips and falls to ground prone, -4 AC	Slips and falls to ground prone, -4 AC	Causes casters gravity to reverse for 2 turns	Gadget will overheat and explode (6D6) if not repaired in 1D6 turns, DC 20
8	All gear falls off	Pick a random target	Pick a random target	Pick a random target
9	Drop all money	Opponent gets 1 free attack	Becomes twice as powerful, but then causes 3D6 damage	Becomes twice as powerful, but then explodes, 6D6 damage
10	Randomly pick another skill	Pants drop, can't move 2 turns	Randomly pick another spell	Becomes another gadget, DC 20 to repair
11	Drains all SP of skill user	Drains all SP of combatant	Drains all SP of caster	Drains all SP of operator
12	Works opposite of intention	Aggravates all enemies in view to target combatant	Electrocutes caster, 3D6	Electrocutes operator, 3D6
13	Works opposite of intention	Weapon is stuck in obstacle or wall, DC 15 brawn check to free	Caster catches fire, 2D6/turn, DC 10 to put out	Catches fire, 2D6/turn to continue operating, DC 10 to put out, DC 15 to repair
14	Forget how to use that skill for 1D6 turns	Weapon gets stuck in clothes or belt for 1D6 turns	Forget how to cast that spell for 1D6 turns	Blinks out of existence, returns in 1D6 turns
15	Works opposite of intention	Spun around, lose 1 turn	Sputters out, lose 1 turn	Drops to the ground, 1 turn to pickup
16	Believes the skill did work, can't be convinced it didn't by other player characters	False sense of security, -4 AC for 1D6 turns	Dragoon head appears out of portal and breathes fire toward caster 4D6 damage	Rivets, screws and bolts shoot out of it every turn doing 2D6 damage to random target until repaired DC 15
17	Start hiccups, all checks -4 until recover DC 15	Bump friend or Dragoon, causing them to be prone for 2 turns	Ultrasonic sound causes 4D6 HD or levels of creatures to sleep	Ultrasonic sound causes 4D6 HD or levels of creatures to sleep
18	Scared, run away randomly for 1D6 turns	Scared, run away randomly for 1D6 turns	Caster is scared and runs away randomly for 1D6 turns	Shoots/moves away randomly 1D6 turns, Speed 2D6 x5ft/turn
19	Works opposite of intention	Attack a friend, 1 turn	Works opposite of intention	Works opposite of intention
20	5 Angry Imps gate into fight	Attack your Dragoon, 1 turn	Explosion 6D6 damage in 15ft	Explosion 6D6 damage in 15ft, DC 20 to repair

Traps

Whether in a dungeon or in a nobleman's manor house, adventurers can be hurt, or even killed, without encountering a monster of any kind, as many places are filled with debilitating or lethal traps set to keep wayward hands off of the fantastic treasures within. Typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

Name of trap: Attack (damage type), Save DC, Search DC, Disable DC

- Name of the trap.
- Attack shows the traps attack bonus or type of effect.
- Damage shows the amount and type of damage the trap deals.
- Save DC lists the Phys+DEX bonus check DC needed either to avoid the trap entirely, or to take only ½ the listed damage (if this is possible).
- Search DC lists the DC for the Surv+INT bonus check necessary to find the trap without triggering it.
- Disable DC lists the DC for the Subt+DEX bonus check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (Phys+STR bonus) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

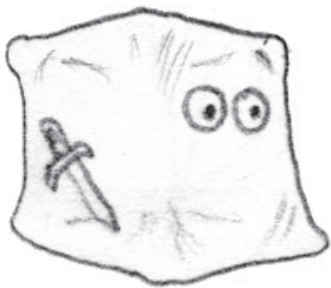
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



Encounters

Metropolis 1D12

1 Boggart	HD 1d8 (4HP)	AC 15	Shortsword +3 (1d6) or sling +1 (1d4)
2 Brainard	HD 1d8+1 (5HP)	AC 13	Slam +2 (1d6+1) or blunderbuss +3 (1d6)
3 Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
4 Flunkey	HD 1d8+1 (5HP)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
5 Gargoyle	HD 4d8+19 (37HP)	AC 16	Claw +6 (1d4+2)
6 Gnome	HD 1d8+2 (6HP)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
7 Grymm	HD 1d8+1 (5HP)	AC 12	Dagger +1 (1d6+1) or Magic Missile 2
8 Iron Golem	HD 14d10+30 (107HP)	AC 26	Slam +18 (2d10+9)
9 Kobold	HD 1d8+1 (5HP)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
10 Pixy	HD 1d8 (4HP)	AC 18	Bite +4 or Charm Person 3
11 Pooka	HD 1d8+2 (6HP)	AC 15	Frost Raygun +4 or Head Butt +1 (2D6)
12 Skitty	HD 1d8+1 (5HP)	AC 15	Bite +4 (1d4 plus disease)

Dungeons 1D20

1 Angry Imp	HD 3d8+3 (16HP)	AC 17	Morningstar +5 (1d8+2) or trident +3 (1d6+2)
2 Badger or Beavole	HD 1d8+2 (6HP)	AC 15	Claw +4 (1d2-1)
3 Brog	HD 1d8+1 (5HP)	AC 15	Bite +4 (1d4 plus disease)
4 Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
5 Dire Maggot	HD 5d10+25 (52HP)	AC 15	Bite +9 (1d6+5)
6 Earth Elemental (large)	HD 8d8+32 (68HP)	AC 18	Slam +12 (2d8+7)
7 Gargoyle	HD 4d8+19 (37HP)	AC 16	Claw +6 (1d4+2)
8 Gelatinous Cube	HD 6d8+48 (52HP)	AC 10	Swallow +6 (2d8+10)
9 Jabberwocky	HD 13d12+39 (123HP)	AC 21	Bite +20 (2d6+7), Claw +9 (1d6+6) or Breath Fire 10d10
10 Kobold	HD 1d8 (4HP)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
11 Mup	HD 1d10 (5HP)	AC 16	Bite +7 (1d4)
12 Ogre	HD 4d8+11 (29HP)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
13 Skeleton Warrior	HD 1d12 (6HP)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
14 Snark	HD 3d12 (19HP)	AC 18	Talons +3 (1d6+4) or Drain +2 (2d6 Str)
15 Stone Golem	HD 14d10+30 (107HP)	AC 26	Slam +18 (2d10+9)
16 Tentacle	HD 3d8+3 (16HP)	AC 17	Crush +6 (1d3+3)
17 Troll	HD 6d8+36 (63HP)	AC 16	Claw +9 (1d6+6)
18 Vorpal Bunny	HD 2d8+4 (13HP)	AC 14	Bite +3 (1d6+1)
19 Wyrn	HD 3d10+12 (28HP)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
20 Zombie	HD 2d12+3 (16HP)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1), 20% chance to turn catch toxic zombism

Necropolis 1D10

1	Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
2	Flesh Golem	HD 14d10+30 (107HP)	AC 26	Slam +18 (2d10+9)
3	Hellhound	HD 4d8+4 (22HP)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
4	Mup	HD 1d10 (5HP)	AC 16	Bite +7 (1d4)
5	Shadow	HD 3d12 (19HP)	AC 13	Drain +3 (3d6 SP), 20% chance to catch shades disease
6	Skeleton Warrior	HD 1d12 (6HP)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
7	Troll	HD 6d8+36 (63HP)	AC 16	Claw +9 (1d6+6)
8	Vampyre	HD 6d12 (39HP)	AC 15	Claw +4 (1d4+2) or Bite +6 (next turn Drain 6) or Charm Person 6, 20% chance to catch vampirism
9	Werebeast (hybrid form)	HD 6d12+7 (46HP)	AC 16	Claw +6 (1d6+3), 20% chance to catch lycanthropy
10	Zombie	HD 2d12+3 (16HP)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1), 20% chance to turn catch toxic zombism

Wilderness 1D12

1	Badger or Beavole	HD 1d8+2 (6HP)	AC 15	Claw +4 (1d2-1)
2	Bandersnatch	HD 4d8+16 (34HP)	AC 16	Talons +6 (2d6+4)
3	Bugg or Spyder	HD 1d8 (4HP)	AC 14	Bite +4 (1d4-2 plus poison)
4	Bumble Beast	HD 1d8+1 (5HP)	AC 15	Sting +4 (1d6+4 plus poison) or Bite +4 (3D6)
5	Griffon	HD 7d10+21 (59HP)	AC 17	Bite +11 (2d6+4)
6	Hill Giant	HD 12d8+48 (102HP)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
7	JubJub Bird	HD 5d10+25 (52HP)	AC 15	Claw +9 (1d6+5)
8	Ogre	HD 4d8+11 (29HP)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
9	Pixy	HD 1d8 (4HP)	AC 18	Bite +4 or Charm Person 3
10	Troll	HD 6d8+36 (63HP)	AC 16	Claw +9 (1d6+6)
11	Wolf	HD 2d8+4 (13HP)	AC 14	Bite +3 (1d6+1)
12	Wyvern	HD 7d12+14 (59HP)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)



Creatures

Skills: Each creature has a bonus to each skill equal to the creature's number of Hit Dice (HD). If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open. If you need a sneaky bugbear, assign the +3 bonus to Subterfuge. If a warrior, give +3 to Tactical. For a spell-caster assign the +3 to Knowledge or Communication and also give levels of Hedge Wyzard or Shaman (see below).

Creature Advancement: To make a tougher creature, add more Hit Dice. Each additional HD adds one to the skill and combat bonuses. For each doubling of the Hit Dice, increase the die size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, for intelligent creatures, you can add class levels. Start with the base Hit Dice, and add levels of Brute, Burglar, Rascal, Tinker, Hedge Wyzard or Shaman as required.

Create your own: Assign Hit Dice (D8(5HP) for most things, D12(7HP) for Magical Beasts and Living Dead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent creature give it a +3 bonus to one skill. Other skills are just +HD. Add stat bonuses to suit. Equip and add powers as desired.

Legacy Rules

This world setting does not include these races or classes, but some Dungeoneers may wish to add them back for their own settings.

Human	-	Start with 4 powers of your choice
Dwarf	+2 STR	Start with 2 Fighter powers
Elf	+2 INT	Start with 2 Hedge Wyzard powers
Halfling	+2 DEX	Start with 2 Burglar powers
Half-orcs	+4 STR and -2 INT	Start with 2 Fighter powers
Half-elves	+1 DEX	Start with 3 powers of your choice
Lizardmen	+2 STR, +2 DEX and -2 INT	Start with 2 Brute powers

Paladins –	Spiritual Warriors with divine powers. Every 3 rd level pick from Shaman power instead of Brute power. HP dice +1D10/level. SP dice + 1D6/level.
Rangers –	Skilled woodsmen and hunters and minor spell powers. Every 3 rd level pick from Shaman power instead of Brute power. HP dice + 1D8/level. SP dice + 1D8/level.
Illusionists –	Spellcasters with a mastery of illusions. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice +1D10/level.
Druids –	Nature's priests and guardians of ancient secrets. Use Shaman powers. HP dice +1D6/level. SP dice +1D10/level.
Bards –	Musical entertainers with the wisdom of wandering both near and far. Use Rascal powers. HP dice +1D8/level. SP dice + 1D8/level.
Sorcerers –	Practitioner of the arcane arts. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice + 1D10/level.
Wizards –	Practitioner of the arcane arts. Use Hedge Wyzards powers. HP dice +1D6/level. SP dice + 1D10/level.
Clerics –	Religious servants and casters of divine magic. Use Shaman powers. HP dice +1D6/level. SP dice + 1D10/level.
Rogues –	Thieves and outlaws. Use Burglar powers. HP dice +1D8/level. SP dice + 1D8/level.



Flaws

AC

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[illegible][illegible]

Skills	Rank
Tactics	
Physical	
Subterfuge	
Knowledge	
Communication	
Survival	
Recover	

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