

GESTATE A MURDERHOB

A. Stats

Roll 3d6 in order for each of your stats, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. The MODifier (notated as STR, DEX etc.) is $[\text{stat}] \div 3 - 3$. If none of your modifiers are above 0, reroll a random stat.

B. Race

Roll 2d8 for the list on page 3, or ask to see the list of [Weird Races](#). Reroll the given stat, then add the listed Abilities.

2. Aasimar, 3. Goliath, 4. Kobold 5. Gnome, 6. Dragonborn, 7. Orc, 8. Dwarf, 9. Human, 10. Halfling, 11. Goblin, 12. Elf, 13. Lizardman, 14. Half-Giant, 15. Tiefling, 16. Undead

C. More stats

Melee Attack = $10 + \text{STR mod}$

Defense = $10 + \text{DEX mod}$

Save = $6 + \text{CHA mod}$

Initiative = Wisdom

Ranged Attack = $10 + \text{DEX mod}$

Hitpoints = 2d6, take the highest
(unless you are a class with a HD
listed, in which case roll that)

D. Starting Gear

You get three torches, three rations, and three items from the list on page 4. You can give up either the torches or the rations to roll on the [Character Interestifier](#). You've got
inventory slots equal to your Strength. If you go over, disadvantage on DEX.

E. Class

Your class will give you more equipment, one or two abilities (everything listed under tier A), and a random skill. Either choose or roll 2d8:

2. Druid, 3. Warlock, 4. Sorcerer, 5. Ranger, 6. Barbarian, 7. Cleric, 8. Thief, 9. Fighter, 10. Wizard, 11. Knight, 12. Assassin, 13. Acrobat, 14. Tactician, 15. Monk, 16. Paladin

F. "I can't be bothered" OR "Are there other classes?"

[Random Character Generator](#)

One single rule - once you've generated a new character, that's it! No going back to previous saved characters, only forwards to new miscreants and monstrosities!

THINGS TO KNOW TO DIE SLOWER

Almost everything is: **roll equal or less than your stat to succeed.** Penalties may apply. Natural 1 is a critical hit and deals double damage (or other effects), natural 20 is a miserable failure. If you roll a natural 20 and suggest something **worse** than the DM, you'll get 1XP.

Gambits: **Bet something worse on a miss for a bonus on a hit.** Trip the wizard or take a faceful of spell, surf down the stairs on your shield or stack it badly, disarm your opponent or have your own weapon clatter away. Always up for negotiation, but don't expect things to go the same way each time. They are not for killing people directly! If you want to stab them, then just roll. **If you don't care how you are stabbing them, don't use gambits.**

Skills: Roll **1d6+[rank]+[gear]**. You want **6 or more** to succeed. Some skills require 5+, some 7+. If you miss by one, gain experience. Once you reach [rank]x2 experience with that skill, increase your rank by one to a max of three.

Healing: A good night's sleep alongside a ration heals you, restores all MD, clears one Minor Injury, recovers 1d6 Constitution from wounds and resets all daily abilities. Lunch, once per day, Heals you. When you Heal, roll all you HD. If it is **higher** than your **current HP**, you heal to that amount. If you sleep without food, ignore the highest dice roll when you Heal. If you have access to beds and good food, roll all your HD **twice** and take the greater. You start off as if you just had a superior rest.

Trauma: down in the pits, bad things happen. People die, or are mutilated, and strange eldritch horrors reach out trembling, grasping tendrils. You spend days, weeks down a dank hole, eating goblin flesh and shivering in the dark. Good thing is, adventurers are resilient sorts. Rather than immediately breaking down, you can accrue *Trauma*. **Whenever you gain a point, roll 1d20.** You are aiming to **roll higher than your new score**. If you fail, you'll suffer a breakdown for 1d20 rounds. After that, if you fail a save you'll go back to zero trauma with a new insanity. How lovely.

Death: Reaching 0 HP isn't instant death, just the Danger Zone. Excess damage is rolled with 1d6, your "Death Die" (DD). Most results accrue more DD, which are added on to any further injuries you suffer. If you've already got an Injury, it gets worse each time, **Minor > Major > Save or Die.**

RACES & STARTING GEAR

Race (2d8)	Stat	Traits
2. Aasimar	WIS	Drinking your blood cures wounds, 2 HP heals 1.
3. Goliath	CON	Block 1d12 damage 1/day. Swim and run with disadvantage.
4. Kobold	DEX	Start with Traps 1. Save vs. Kleptomania if you see shinies.
5. Gnome	INT	Can become invisible after a round if you close your eyes, hold your breath, and don't move. Can't use large weapons.
6. Dragonborn	STR	Fire sneeze (2d6+save vs. ignite, 1/day). Save vs. Greed when you try and give currency or treasure away.
7. Orc	STR	Turn a Major Injury or Save vs Death into a Scar, works once per level. Save vs. Fear when exposed to Divine Magic.
8. Dwarf	CON	Speak with Stone 1/day. Extreme light can cause trauma.
9. Human	-	Start with an extra item. Switch any two stats.
10. Halfling	WIS	One HD goes up a size during lunch. Vegetarian.
11. Goblin	DEX	You can smell half as well as you can see. Carnivore.
12. Elf	CHA	Improve your STR, DEX, INT or WIS as well as CHA. Save vs. Fear/Rage/Swooning/Huffiness when exposed to ugliness.
13. Lizardman	DEX	Can consume rotten food and brackish water. Save vs. Hypothermia if you can't get warm in the morning.
14. Half-Giant	STR	Twice the size of an average man, can hold a large weapon in one hand. Eat twice as much.
15. Tiefling	CHA	1d4 of horns, cat eyes, scaly skin, tail.
16. Fishman	-	Breath underwater. Unable to heal naturally unless adequately damp.

Everyone starts with three rations, three torches, three of the following items and a skill relating to at least one of them:

0. Rope
1. Dagger
2. Sling
3. Tinderbox
4. Club
5. Crowbar
6. Caltrops
7. Bandages
8. Bag of lard
9. Bottle of liquor
10. Copper wire
11. Fishing rod
12. Bladder of oil
13. Fake gold coins, 4
14. Grapple hook
15. Iron spikes, 4
16. Padlock
17. Key #1d100
18. Bucket of pitch
19. Wooden pole
20. Sack of flour
21. Hammer and nails
22. Rusty helmet
23. Two throwing knives
24. Chain, 10ft
25. Grimy gambeson
26. Leather chaps
27. Axe
28. Shield
29. Lantern and oil
30. Crossbow, 4 bolts
31. 9 rations
32. Bear trap
33. Bottle of poison
34. Magical healing herbs, three doses
35. Lockpicks
36. Vial of acid
37. Bow, five arrows
38. Bottle of holy water

39. Powerful lodestone
40. Random potion
41. Bottle of laudanum
42. Pliers, loop of wire
43. Jar of glue
44. Weighty iron tongs
45. Sword
46. Two metal flasks
47. Ewer of wine
48. Lute
49. Flint and steel
50. Small tent
51. Pitchfork
52. Small metal mirror
53. Bag of chalk
54. Holy symbol
55. Shiny locket
56. Jar of grease
57. Flute
58. Towel
59. Three iron ingots
60. Strange fungus
61. Whip
62. Spear
63. Staff
64. Knuckledusters
65. Excellent pair of boots
66. Three smoke bombs
67. Five bags of potent spices
68. Sturdy shears
69. Silver needle and silken thread
70. Large wheel of expensive cheese
71. Three lengths of heavy iron pipe
72. Waterproof bag
73. Alchemists tape

74. Paper, quill and ink in a writing case
75. Ugly gauntlets
76. Ironbound holy tome
77. Satchel of charcoal
78. Warm cloak
79. Pickaxe
80. Cold chisel
81. Bag of salt
82. Small barrel, rolls easily
83. Pungent perfume
84. Hefty tarpaulin
85. Shovel
86. Mace
87. Jar of leeches
88. Spyglass
89. Fancy clothes
90. Bearskin
91. Drinking horn
92. Questionable mushrooms
93. Whittling knife
94. White powdered wig
95. Mortar and pestle
96. Tobacco and pipe, 5 uses
97. Knucklebones of a saint... probably
98. Spell in old journal
99. Antique wand

Spells - *Sleep, Acid Arrow, Escape, Magic Missile, Burning Hands, Feather Fall, Grease, Knock/Lock, Illusion, Transmute X to Y* (Stone, Mud, Fire, Blood, Metal, Wood, Slime, Light, Water, Pain), *Levitate, Disguise*

Odds and ends:

Fighting styles - Using a weapon in your other hand grants +1 Attack. Holding a weapon in two hands pushes the die up one size. You can break a shield to block 1d12 damage.

Recovering Trauma - By spending a week in peaceful circumstances or a day delving deeply into chemically relaxing pursuits, you can reduce your Trauma by 1. If you are at 0 Trauma, you can gain a point of Calm (max Calm is WIS mod). You can lose a point of Calm instead of gaining Trauma.

Price list

Food

Standard meal, 5cp, 1/inv
Travel rations, 10cp, 3/inv
Fancy Meal, 30cp, +1 HP
Liquor, 30cp, +1 fumble
Salt, 50cp, ten uses

Armour

Helmet, 5g, +1AC
Leather jacket, 1g, +1AC
Breastplate, 45g, +2AC
Gauntlets (extra metal), 5g, +1AC
Leather pants, 1g, +1AC
Platelegs, 45g, +2AC
Magical robes, 5g, -1 Def
Shield, 5sp, +1AC

Weapons

Simple weapon (dagger, axe), 5sp
Proper weapon (bow, sword), 2gp
War weapon (greatsword, crossbow*), 5gp
Arrows, 5cp each
Bolts, 15cp each

Lodging

Barn, 5cp/night
Inn, 5sp/night
Manor, 5g/night

Light

Candle, 5cp, 5/inv (2-in-6 burnout)
Torch, 5cp, 3/inv
Lamp oil, 5cp jar
Lantern, 20cp

Other

Book, 5gp
Caltrops, 4sp
Chisel, 1sp
Crowbar, 2sp
Dog, 1gp
Fishing gear, 5sp
Grappling hook, 3sp
Hammer, 1sp
Holy water, 25sp
Horse, 10gp
Nails (12), 3cp
Pickaxe, 4sp
Potion, 3gp
Rope (50'), 3sp
Shovel, 3sp
Specialty tools, 2gp
Spike, 3cp
Tent, 5sp
Tinderbox, 10cp
Vial, 2sp
Waterskin, 1/inv, 1sp

*Illegal in civilised places

ACROBAT

Starting equipment: quarterstaff (1d6+STR), rope 50ft

Skill (1d4): Jester, Cat Burglar, Circus, Dancer

- A Tricky, Lightweight,
- B Cat Feet, Great Escape, +1 Attack
- C Funambulism, Lucky
- D The Greatest Escape, Redirect, +1 Attack

Tricky

When you Gambit you may replace a miss condition with a concrete situational advantage (surprise, elevation, etc.) of similar "value".

Lightweight

While unarmoured, not using a shield, and not encumbered, you get advantage on all Dexterity checks. If you didn't attack last round, this also applies to Defence checks.

Cat Feet

Treat your falls as if they were 20ft shorter. In addition, you can keep moving after you attack.

Great Escape

Once per day, you can escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, and awkward social situations, but not sealed coffins.

Funambulism

So long as you have a hand free, you can jump twice as far. If there is a stable wall to run on, you can move twice as far again

Lucky

Once per day, you can reroll one of your d20 rolls or a skill usage roll.

The Greatest Escape

Once per lifetime, you can literally escape death. Your DM will describe the afterlife to you, as well as the opportunity that allows you to escape (if you wish to). This ability has no effect if your body has been destroyed beyond plausibility.

Redirect

When an enemy misses you with a melee attack, you may force them to make another attack against another target within range. This attack is made with a -4 penalty against an adjacent target of your choice.

Encumbrance Rules:

You can easily carry a number of objects equal to your Strength score. If you go over this limit, you take disadvantage on all Dexterity checks. If you go more than four items over, you have disadvantage on *all* checks. If you are at less than half your inventory limit (or any less for Acrobats), you get advantage on some Dexterity

checks.

ASSASSIN

Starting equipment: leather armour, dagger, vial of poison, disguise, 1d4 rumors

Skill (1d3): Spy, Cultist, Torturer

- A Skills of a Killer, Assassinate, +1 Attack
- B Opportunist, +1 Attack
- C Dramatic Infiltration, Artisanal Poison, +1 Attack
- D Deadly Opportunist, +1 Attack

Skills of a Killer

You gain Disguise and Poison at rank 1. They can improve up to rank 4.

Assassinate

Assassins collect information about their targets before closing in for the kill. For every fact that you know about your target, your first, elevated or disguised attacks against them also grants +1 Attack and +1 Damage (max +5).

Facts cannot be trivial. Names, preferred foods, jobs are all good. Race, number of limbs, current position are not.

Opportunist

You can deal +1d6 damage as a Gambit.

Dramatic Infiltration

At any time, you may declare that you are walking offscreen. Later on in the session, you may reveal yourself to have been a minor NPC in the background on the scene "all along" as long as there actually are minor NPCs in the background of the scene. You can always walk back on stage at any time, even climbing in a window. This ability is limited by plausibility.

Artisanal Poison

You can tailor a poison to its intended target. Each dose requires three vials of regular poison, five facts about your target, and some piece of the target (blood, hair, etc). The final product is a deadly poison (2d6, no save) that works even on targets normally immune to poison.

Deadly Opportunist

Opportunist increases to +2d6 damage.

BARBARIAN

Starting equipment: greataxe, olive oil, whiskey, the pelt or skull of some animal

Skill (1d3): Mountains, Raider, Horses

- A Rage, d10 HD
- B Danger Sense, A Taste of Home, +1 Attack, d10 HD
- C Feat of Strength, d10 HD, +1 critical hit range
- D Mighty Rage, Tough, +1 Attack

Rage

CLERIC

Starting equipment: robes covered with holy symbols (+1 Def), holy order

Skill (1d3): Chanting, Diplomat, Spy

Holy Orders (Authority Only)

1. *Monastic* - Lantern-Mace (burns eternally while you stand and fight) and a holy book
2. *Martial* - Hammer of Judgement (sinful target must save or be knocked prone on hit) and chainmail
3. *Mendicant* - Unassuming Staff (counts as a maul, shield and rapier) and begging bowl
4. *Orthodox* - Sanctified Scepter (load like a crossbow with FP, 1d6, 1d12 vs. demons) and holy water
5. *Scholastic* - Stern Glare (1d4 non-lethal, only against sentients, requires FP) and a note of credit worth 4d6 silver
6. *Pacifist* - Stalwart Shield (grants +2 save to anyone of your faith that stands with you) and a holy symbol +1 FP, -1 Attack while held
7. *Flagellant* - Flail of Purity, take 1d6 damage to reroll Communion, robes grant +1 Defence vs. Undead
8. *Inquisitorial* - Blade of Truth (target takes 1 damage from attack if they tell the truth) and leather armour
9. *Confessional* - Binding Rings, five on one hand, each can absorb sins/1MD with a Communion roll
10. *Penitent* - Chains of the Faith (as a club, automatically grapples), vow of poverty grants +2 Save and Def, -4 if you have possess valuables

Test of Faith

Double the effects of a Prayer, but lose 2

FP if you fail the roll.

- | | |
|---|--|
| A | Communion, Faith Points, Portfolio |
| B | +2 FP, Acolyte / Invoke Sacrament, +1 Attack |
| C | +2 FP, Test of Faith |
| D | +4 FP, Heavenly Mandate, +1 Attack |

Communion

9+[tiers]. +1 in a minor holy site, +2 in a major holy site. Roll equal/under for your prayers to be answered (see Portfolio). Miracles that are for the Greater Good are at +2, those that are solely for personal gain are often at -2.

Faith Points

You've got 2+WIS. Lose 1 FP if you fail a Communion roll. Regain full FP by praying in major place of worship or receiving a blessing from high ranked clergy, restore half by praying in a minor place of worship. Regain 1-2 FP for converting non-believers, doing deeds, recovering relics.

Acolyte

Has taken a Vow of Silence and Peace, but can lift things, point and take an arrow for you. Lose 3 FP if he dies, gain 1 XP if he survives a dangerous session and learns something along the way.

Invoke Sacrament

You can reroll a failed check by invoking your deity. If you still fail and it was a poor idea/unaligned with your faith, you lose a FP and may suffer morale penalties.

Heavenly Mandate

You now count as a major religious figure, as proclaimed by the 4d10 pilgrims that just arrived, worshipping you.

Portfolio

All religions have an associated list of miracles, called a portfolio. They always include these two:

Augury - Receive ambiguous omens/visions/warnings.

Bless - Critical Failures are Critical Successes for an hour

Other, somewhat similar prayers may be accepted, or rolled at Communion-4.

THE AUTHORITY

Heal - Touched/Praying target gains 5 HP or recovers injury as if rested for a week.

Purify - Remove a basic curse or enchantment.

Turn Undead - 1d6 nearby undead must Save or Flee, beginning with the weakest. Undead with more HD than the cleric get +4 on their save.

Cure - Target gets a new saving throw against a poison or disease.

THE DESECRATOR

Harm - Touched/Marked target takes double damage from next attack.

Inflict Disease - Target must save or contract one you have been in contact with.

Defile - Corrupt a holy spell, artifact or creature, save negates.

Infest - Imbue a corpse with a 1dX HD spirit, X was the HD of the living creature.

Equipment - Foul Censer (feed in flowers, herbs and butterflies, spews toxic gas), a

dagger

THE FLAME

Smite - Target takes 1d6 damage, 2d6 if sinful

Embrace Destruction - Reflect back fire or spell damage

Sacrifice - Condemn a target to the fire, receive a commensurate reward.

Ignite - 1d4+WIS targets burst into flames.

Equipment - Blessed Napalm (three jars, it never extinguishes), leather armour

BLOOD

Rage - As a Barbarian, triple effect if used on one of them (+3 Att/Dmg, utter insanity).

Regenerate - Heal 1hp/minute for 1d10 minutes, save or mutate if 8+.

Cleanse - Take 1d6 damage, remove a spell, disease or poison.

Antipathy - Form a link with a target, they take the same damage as you, x2 if self-inflicted. Save ends.

Equipment - Twinned Daggers (holding one will lead to the other), a helmet

THE STORM

Beseech - Move the weather one step along [Dry - Clear - Rain - Storm], two steps with a blood sacrifice.

Channel - 1d8 lightning bolt, increase die-size one step for every assistant.

Rebuke - All adjacent targets must save or be blasted away from you.

Whispers - Ask the winds to carry messages to distant places.

Iconic Weapon - Steel Whip (targets wearing metal must save vs. stun), drinking horn

DRUID

Starting equipment: belt, tooth dagger, no boots

Skill (1d3): Arson, Jailbreaking, History

- A Shapeshifter, Primal Tongue, 1 MD
- B Modify Form, Brutal Casting, d8 HD, +1 Attack, 2 MD
- C Sacrifice, 3 MD
- D Archdruid, +1 Attack, 4 MD

Shapeshifter

Learn a new animal form by subduing a live one with your bare hands, or eating one raw that you've killed. Start with a random form from 1d8: Bird, Wolf, Cat, Goat, Donkey, Monkey, Crab, Snake. Unnatural creatures require a save vs. mishap when you become them.

Cast each form as a spell. Equipment not included, size limited by [dice]. 1 MD - smaller than a person, 2 MD - smaller than a horse, 3 MD - smaller than a cart, 4 MD - smaller than a house. Gain bonus hitpoints = [sum], but lose 1 every hour. When the bonus HP are gone, you revert back to human form.

Each animal form usually comes with an attack, a buff, a passive and an ability costing 1HP. You won't be able to speak.

Primal Tongue

Speak with Animals at will, but they probably won't want to talk to you. You don't need to do anything more than grunt to get your message across.

Modify Form

You can increase or decrease the size of the animal you turn into, maximum of one step. When you take damage, you can choose which pool of HP takes it.

Brutal Casting

If you roll a Mishap, add +3 to [sum].
Dooms add +10 to [sum].

Sacrifice

You can learn spells in a few different ways:

- Burning something vital for civilisation
- Eating another druid
- Making a deal with the spell directly
- Silence, oaths first, then sliced tongues
- Burn a spellbook

These can be standard spells, single use effects, personal abilities, new animal forms or somewhere in between.

Depending on what you want, you may need to combine a few of these.

Archdruid

You can change between forms without becoming human first. For every 5 HP you have in your current form, add a free MD. You need at least one MD in order to cast.

Mishaps

1. 1 trauma
2. 1d6 damage (before transforming)
3. Mutation 1d6 rounds, save or permanent
4. Roll Wis to act against bestial urges, 2d6 rounds exploding on 6.
5. Random form
6. Take maximum damage from metal weapons for the rest of the day

Dooms

1. Shapeshift into the form you most commonly take, and you forget all former ties and languages. This state lasts for a day.
2. As above for three days
3. As above, permanent. If anyone from your former life has done you a truly good turn, you may appear to help them once, in a time of need, before vanishing forever.

Animal Forms

Bird - Peck (1d4), +2 Defense while flying, Twitter (-1 HP, recruit nearby birds or be roughly understood by target humanoid)

Wolf - Bite (1d6+STR), Defense as leather, +1 Attack to self and adjacent allies, Pounce (-1 HP, automatically succeed next grapple check)

Cat - Claw (1d4+DEX), +1 Defense, +4 Move, Lucidum (-1 HP, spot something hidden)

Goat - Horns (1d8+STR), +4 to shoving, horns count as a shield, Charge (-1 HP, target is knocked back/prone if it fails a Strength check)

Donkey - Kick (1d6+STR), +50% inventory, Mulish (-1 HP, can retry any save or Strength check)

Paw (can use weapons), +2 Move, tail counts as a third hand, Sly (-1 HP, open your paw to reveal something you could have stolen in the last minute. Target can save to realise)

Crab - Pinch (1d4), half damage from piercing/slashing, Scuttle (-1 HP, remove self from scene, reappear somewhere plausible)

Snake - Fangs (1d6), can attack from grapples, Venom (-1 HP, next attack is poisoned)

FIGHTER

Starting equipment: leather armour, axe, bow, quiver, shield

Skill (1d3): Farmer, Soldier, Sailor

- A Parry, +1 Attack, d8 HD
- B Notches, +2 Attack, d8 HD
- C Impress OR +1 Defense, +1 Attack, d8 HD
- D Cleave OR Double Attack, +2 Attack, +1 Damage

Parry

Once per day, you can reduce the damage taken from an attack by 1d12. If you break a shield at the same time, it blocks 12 damage instead.

Notches

Each time you attain a total of 10, 20, 30, and 50 kills with a weapon type (such as 10 kills with a dagger), you unlock a new ability for that weapon, chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet. If you are a Level 1 Fighter, begin tracking kills immediately, but don't unlock anything till you gain this ability.

- +1 Damage
- +1 Critical range
- Passive weapon ability
- Special Attack

Impress

Whenever you win a fight against challenging enemies, all hirelings get +1 Loyalty. You can test Charisma to recruit from your defeated foes, so long as the fight was fair.

Cleave

Reducing an enemy to 0 HP grants you an additional attack against an adjacent enemy.

Killing that enemy can allow you to Cleave again, but the new enemy must be in the same direction. You must be standing still to do this.

Optional rule: *Brutal Thrashing* - Instead of rolling Attack or Defence, both combatants roll $1d12 + STR + Attack$ once per round. The higher roll does damage equal to the excess, no matter who the initial target was. Armour grants 1 DR per two points, shields also grant 1 DR

Axe (1d6+STR)

Enemies below half HP take +2 damage.

Lunge: get +2 to hit and +2 to damage, but if you miss, you lose your next turn.

Bow (1d6, 2-h)

Can fire from and into melee without penalty.

Double Shot: Fire two arrows at the same target. Each attack has a -4 penalty to hit.

Crossbow (1d12, loading, 2-h)

Test Strength to load quickly, fail can break something.

Blue Bolt: Take a round to aim. Target must Save vs. Critical.

Dagger (1d6, thrown, light)

+2 Initiative.

Impale: Leave dagger behind on hit. Target bleeds 1d4 HP each turn until it pulls out dagger with an action and a Dex check.

Flail (1d6+STR)

+2 to hit humanoid opponents who are using shields.

Wild Swing: +2 to hit, but take 1d6 damage if you miss.

Greataxe (1d10+STR, 2-h)

Deals x3 damage on a crit.

Decapitate: -2 to hit. After this attack hits and deals damage, if the target has 5 HP or less, it dies.

Greatsword (1d10+STR, 2-h)

If you deal 7+ damage, target is disarmed or knocked prone (their choice).

Power Attack: -2 to hit, deal

8+STR damage

Halberd (1d10+STR, 2-h)

Enemies you hit are pushed 5ft in a direction of your choice.

Modular: gain +2 to hit if you have time to adjust your weapon.

Lance (1d10+STR, 2-h)

Only requires one hand if mounted.

Peasant Slayer: Does double damage against unmounted targets.

Maul (1d10+STR, 2-h)

Deal x2 damage to prone targets.

Skullcrusher: x2 damage on a hit. Spend your next turn recovering.

Quarterstaff (1d6+STR)

+1 Defense.

Sweeping Blow: Make two attacks at 1d4+STR against two targets.

Rapier (1d8, light, 2-h*)

+DEX to damage

Riposte: 1/day perfectly hit or block an attack

Sabre (1d6+STR)

+1 to hit humanoid opponents.

Rend: -2 to hit, deal 1d6 damage to unarmoured target.

Scythe (1d8+STR, 2-h, reach)

Increase damage to 1d10+STR

Cut Down: Deal half damage to two adjacent enemies

Spear (1d6+STR opt., thrown)

+1 Def to adjacent allies.

Brace: Set spear to grant free

attack against charging enemies.

Stiletto (1d4, light)

You can always have at least three stilettos hidden that will not not be found if you get searched

Backstab: Double damage.

Only works against unaware opponents that you actually stab in the back.

Sword (1d6+STR)

If held in two hands, can be used in close quarters and grapples, as if it were a Light weapon.

Versatile Attack: Unscrew the pommel and throw it, hold the blade and attack with the hilt or do something bizarre, +3 to hit the first time you use it in combat.

Warhammer (1d6+STR)

Trade 4 damage to stun the target.

Crushing Blow: Deal non-lethal damage to ignore all armour.

War Pick (1d6+STR)

Embeds in armour on a crit.

Target's armour is reduced by 1, is grappled until you are disarmed.

Crushing Strike: -2 to hit.

Target's armour is reduced by 1.

Whip (1d4, light, reach)

Grab an object or limb instead of dealing damage.

Choke: -2 to hit, target automatically takes 1d6 non-lethal damage each round while attached.

KNIGHT

Starting equipment: chainmail, a helmet, shield, sword, horse, noble rank

Skill: Courtesy

- A Guardian OR Sentinel, +1 Attack, d8 HD, +1 Save vs. Fear
- B Bannerlord, Charge, +1 Attack, d8 HD, +1 Save vs. Fear
- C Aura of Courage, +1 Attack, d8 HD, +1 Save vs. Fear
- D Shining Armour, +1 Attack, +2 Save vs. Fear

Noble rank (1d4)

1. Provincial Gentleman (rank 1):
12gp upkeep, supported by large farm.
2. Forgotten Son (rank 1): 12gp,
“supported” by dubious stipend
3. Bastard (rank 1): 12gp, no support
4. Gentleman (rank 2): 24gp upkeep,
no support

Fallen Knight: no rank, no upkeep,
no support. Not paying upkeep
each month results in this.

Guardian

If an adjacent ally would take damage from a physical attack, you can choose to take the damage for them. This ability has a 4-in-6 chance of succeeding.

Sentinel

If you hit an enemy, or successfully block one of their attacks, and they move the next round, gain a free attack on them

Charge

If you win Initiative and are suitably positioned, you can Charge the enemy. Any allies that choose to Charge with you automatically succeed initiative as well. Enemies and Charging allies alike take +1d6 damage till the end of the next turn. 1HD enemies must make a Morale check.

Bannerlord

If you are holding a banner in one of your hands, all allies that have sworn loyalty to it get +1 Attack.

Aura of Courage

Nearby allies can use your Save vs Fear in place of their own. This ability has no effect if you are currently afraid.

Shining Armour

Each of the following grants +1 to your Save vs. Magic, stacks:

- Being at full HP
- Having highly polished armour, sword, and shield (magic gear is automatic)
- Being on a “noble” quest
- Riding an extremely fine horse

Dueling

When fighting someone in single combat, you can challenge them to a Duel. Anyone can do this, including enemies. It takes an action to break a duel, whether an outsider or participant. If you wish to duel someone in a civilised setting, you can roll Courtesy to maintain some kind of control over the stakes. Otherwise, who knows what might happen...

When dueling, each attack is normally made simultaneously, except under exceptional circumstances. Each combatant chooses one of three tactics secretly, revealing their choice at the same time. Any bonuses last until the next round, and only apply to their dueling partner. These tactical choices can easily be represented by a game of "Scissors, Paper, Rock". You receive the bonus if you **win or tie**.

1. Scissors > Feint (+3 Attack)
2. Paper > Parry (+3 Defence)
3. Rock > Thrust (+3 Damage)

Feinting either baits out the expected Parry, or on a tie, turns the battle into a shifting mass of stroke and counterstroke. Parry blocks a heavy incoming blow, or on a tie, results in careful, deliberate attacks, with little room for error or opening. A Thrust simply ignores any attempts at finesse, rendering a Feint useless. If a tie, there will be blood.

Remember, you receive the given bonus on a **win or tie**.

[Full credit here.](#)

MONK

Starting equipment: Clothes, destiny, your fists, a rival
Skill (1d3): Begging, Cooking, Meditation

- A Martial Arts, Dodge, +1 Attack
- B Secret Techniques, +1 Attack
- C Ki Empowered Strikes, d8 HD
- D Weeaboo Fightan Magic, +1 Attack

Martial Arts

Monk weapons include quarterstaves, throwing knives, anything stolen in combat, your fists (1d4, +1 Attack), your body (1d8, -1 Def). You can apply either your Dexterity or Strength modifier to Attack and damage with any monk weapons.

Dodge

While unarmoured and not using a shield, you get +1 Defense per level, up to a maximum of +6.

Secret Techniques

You learn your first Secret Technique, *Stunning Fist*: -2 to hit, enemy must save or be stunned. Every time you are soundly defeated by a powerful foe but survive, you've got an opportunity to learn a new Secret Technique based on the enemy that defeated you. You'll need to spend a day training in a suitably dramatic location, and can only use the Secret Technique-in-training while directly in pursuit of their eventual defeat. After that, you've unlocked it permanently. Alternatively, you can seek out a Hidden Master to learn Secret Techniques..

Ki Empowered Strikes

Your body and fists now counts +1 magic weapons, complete with the usual improved saves against breakage and transformation (+2).

Weeaboo Fightan Magic

1/week Minor Wish, only affecting yourself and only for a few rounds. Don't Wish for numbers or objects, just abilities and maybe circumstances. Save against gnarly side-effects after it wears off.

Optional: Rivals

Rivals are sentient humanoids with at least [your level x2] HD and some funky abilities. Defeating them honourably grants you +1 Luck Point, maximum of one per level and gives you a session of peace before the next one appears.

Other Techniques:

Heavenly Kick: Jump as far as you can throw a javelin as part of a body attack

Pure Flame: -2 to hit, target must save or be lit alight

Bone Cage: Instead of dealing damage, target is heavily encumbered for that many rounds, save ends.

Blessed Palm: Deal 0 damage to anything alive, counts as holy water

Empty Palm: Free hand counts as a shield

Breath of Cutting: Make fist attacks at sling range

Hundredweight Hand: Unarmed attacks deal more slashing damage, can chop down trees and break doors

Ki Annihilation: Target takes 1d6 acid damage at the end of each round, save ends

Regalia of the Fist: 1/day cast the spell tattooed on wrists and hands, selected randomly when you get his ability

Tiger Claw: With two fingers extended, sneak attacks from behind, cut ropes

Glaring Tyrant: Any target in eyeline must Save vs. Fear

Stalking Displacer: Appear to be in two places at once as an action

Flailing Kraken: Make a 1d4 attack for each limb you have free, -1 Def for each attack

Owlbear Fury: 2d6 bite attack, only usable after you've hit an attack the previous round

Patient Mimic: Replace one of your attack types with an attack you got hit by

Blind Fighting: No penalty for not being able to see your target

Thanks to [Lexi](#) and [Gloomtrain](#) for many of these

PALADIN

Starting equipment: sword, chainmail, holy symbol (+1 Glory if held), *Smite* OR *Lay on Hands*

Skill (1d3) - Wandering Judge (+silver dust), Priest (+pagan idol), Chosen One, (+blessed salt)

- A Glory 0/day, Doer of Deeds, Valourous, +1 Attack, d8 HD
- B Glory 1/day, Strength of Will, Detect Evil, +1 Attack, +1 Save, d8 HD
- C Glory 2/day, Stand Tall, Pinnacle, +1 Attack, d8 HD
- D Glory 3/day, Avatar OR Cleave, +1 Attack, +1 Save, +1 Defence

Doer of Deeds

Learn a random spell from the list below.
Every time you recover a Macguffin for the Church, you learn another spell.

Valourous

You can channel Glory into your spells.
Holding a holy symbol grants +1 Glory/day, as does falling to 0 HP while defending purity, justice, or the Name of the Authority. It takes an hour of meditation at the beginning of the day to recover your Glory, test Charisma to do so while on the march, imprisoned etc.

Strength of Will

You can pray instead of eating a ration for lunch. You still need to eat each night to be able to have lunch the next day. Take +3 to saves against disease, transformation and sinful behaviour.

Detect Evil

You can smell it, "it" being demons, devils, cultists, heretics and the undead. Roll Wisdom for specifics.

Stand Tall

If you are protecting at least one person who truly deserves it, you can ignore one Minor Injury per battle.

Pinnacle

Choose one of the following:

- You can expend two Glory to *Smite* a sinful target for +1d20 damage
- *Lay on Hands* always succeeds, if the target passes their Goodness check it is twice as effective

Avatar

You gain three beneficial mutations that represents your calling. Wings, razor-halo, guardian spirits, sanctified liver, armoured flesh, golden-flame-spitting eyes, name it, it's yours. You've earned it. Very large mutations may come with penalties.

Cleave

Reducing an enemy to 0 HP grants you an additional attack against an adjacent enemy. Killing that enemy can allow you to Cleave again, but the new enemy must be in the same direction. You must be standing still to do this.

Spell list

1. *Smite*

Deal +1d8 damage when you next hit a melee attack. If cast with a ranged weapon, expend Glory hit-or-miss.

2. *Lay on Hands*

If the target succeeds a Goodness check, they heal 1d8 HP. They can spend an action praying to reroll the check. Alternatively, deal 2d8 damage to any disease or invasive spirit.

3. *Shield of Faith*

Reduce the damage from an attack by 1d8, or by 8 from a sinful target.

4. *Blaze of Glory*

Your weapon burns with holy fire for 2d6 rounds. Sinners and undead catch alight when damaged, Save negates if their HD is above your level. Takes one action to cast, or automatic if you have just slain a sinner.

5. *Sanctify*

Bring the area around you into the dominion of your god for 2d6 days. 1 HD enemies must save to enter.

6. *Banishment*

Single touched target must save or vanish for 1d4 rounds. Outsiders must save again to avoid permanent dismissal. Enemies with higher HD than your level take +4. Can target diseases, ghosts etc.

7. *Last Stand*

Casting this spell removes half of your current HP, moves you from prone to upright and gives you +6 Defence for three rounds.

8. *Sword of Damocles*

For three rounds, you can make your melee attack at anyone you can see. It manifests as a spectral weapon, falling star or energy bolt etc. These attacks automatically hit tyrants, corrupt nobles and their ilk.

9. *The Call*

Pray loudly for 1d4 rounds. If you spend your kneeling and close your eyes, halve the time required. A 2d4 HD angel will appear at the beginning of the next round, here for one task of noble bearing. It'll probably be pissed afterwards. Low HD angels usually fluoresce rapidly at sea-level.

10. *Circle Against Evil*

Trace a glowing line up to 20ft long. Undead, Ghosts, Demons of less HD than you cannot cross it until noon. With higher HD, must save in order to cross or do anything on the other side and takes - [your level] to all rolls.

11. *Ceremony*

Up to six targets can join your circle. If they are pious they can use your Saves, or a similar boon against the darkness. Lasts until they commit a sin.

12. *Crusader's Mantle*

Pray over a symbol of the Authority for one minute. Anyone who holds it or fights in its defence gains +2 to a stat of their choice for one battle.

RANGER

Starting equipment: leather armour, two daggers, bow (1d6) or longbow (1d6+STR), quiver, dog

Skill (1d3): Poacher, Bounty Hunter, Herbalism

- A Tracking, Speak With Pet, +1 Save vs. Environment
- B Trophies, First Aid, +1 Attack, +1 Save vs. Env.
- C Advantageous Terrain, Traps, +1 Save vs. Env.
- D Monster Slayer, Hated Foe, +1 Attack, +2 Save vs. Env.

Tracking

You have a 1-in-6 chance of finding the Tracks of a wandering monster (a roll of 3 on the exploration die). If you follow these Tracks you have a 50% chance of finding the monster or its lair. Lairs have a 50% chance to be empty, and usually contain loot.

Speak With Pet

You can speak with your pets. Not literally, but practically. You are really good at interpreting barks, for example, and your pet is really good at interpreting you. Your animal companions can speak with other animals of the same type. For example, all dogs speak Canine.

Trophies

Each trophy from a fresh corpse counts as an armour piece (+1 Def). So long as a new trophy is from a more dangerous creature than the last one, the armour piece does not count towards armour limits. While wearing a trophy, you get advantage against all of that creature's special abilities.

First Aid

You can roll Wisdom to bind, splint and ministrates minor injuries. This allows any saves against infection to be re-rolled, as

well as counting as healing for the purpose of some injuries.

Advantageous Terrain

When a fight breaks out in your chosen terrain, you can add plausible terrain features. In addition, while travelling in this terrain, you can reroll one die (weather, encounter, combat, or other) per turn.

Traps

You can manufacture and set traps. It takes 10 minutes to manufacture a trap in natural terrain. Traps can be set immediately or carried around (they take up 1 Inventory Slot). Enemies that walk into your trap must make a Dex check with a -4 penalty or suffer its effects.

Monster Slayer

Once per day, you can cause one of your physical attacks to deal +X damage, where X is equal to the HD of the highest level monster your party has ever killed. You must keep track of this. If you miss, this ability is not expended.

Hated Foe

+2 Attack against the type of monster you hate the most. You can change your hated foe, but only after a new foe has done something worth making you hate them.

SORCERER

Starting equipment: 1d4 Trauma, spell implanted in brain, leather armour, dagger (1d6)

Heritage (1d8): Chaos, Dragons, Fire, Ghosts, Elemental, Nature, Summoner, Exemplar

Skill (1d3): Cultist, Dreams, Weather

A Natural Casting, 1 MD

B Eldritch Adaptation, +1 spell, +1 Attack, 2 MD

C Arcane Resilience, +1 spell, d4 HD, 3 MD

D Font of Power, Embodiment, +2 spells, +1 Attack, 4 MD

Heritage

Your heritage where you got your magic from, as well as your perks, restrictions, mishaps and eventual doom. You can use wands, but only if you befriend them first.

Natural Casting

Your MD don't deplete on a four (only 5/6). This doesn't apply to wands etc.

Eldritch Adaptation

As appropriate for your Heritage.

Suggestions are given, but entirely your choice.

Arcane Resilience

You can take 1 Trauma to gain +4 to a save vs. magic, or halve the damage from a spell.

Font of Power

You can use expended MD, but track how many expended MD you have reused per day. Whenever you use this ability, add a number of d6s equal to the current tally for the purposes of Mishaps and Dooms.

Embodiment

Gain another Beneficial Mutation, and your children have a 25% chance to be sorcerous.

Mishaps:

1. Gain 1 trauma
2. Take 1d6 damage
3. Random mutation 1d6 rounds, save or permanent
4. 1d10% of your body Decays (resembles your Heritage), save for half
5. You must cast a spell within 2d6 rounds or as above but 10%
6. Take a random Minor Injury, won't apply to Adaptations or Decayed flesh

Doom:

1. Roll 5 mishaps, two of your stats switch permanently
2. Roll 10 mishaps any time over the next hour. It's like hiccups
3. Explode for 1d6x1d6x1d6 damage. Then, save or mishap every hour.

You might be able to escape your doom if you can fully transform into a spell of your own, and flee your ragged, mortal form. Otherwise, having all spells excised might work. Anyone got a +1 icepick of lobotomy handy?

Chaos 1. Randomise Object 2. Enter Chaos 3. Transposition 4. Random Spell 5. Open Portal Decay: Chaotic Psychoplasm. Adaptation: Any, change every morning, save to keep the ones you want.	Dragons 1. Alter Self 2. Fire Breath 3. Detect Gold 4. Summon Kobold 5. Fly Decay: Become huge, brooding and insane. Adaptation: Teeth, tail, wings, scales.
Fire 1. Speak with Fire 2. Light 3. Burning Hands 4. Haste 5. Pyre Decay: Vulnerable to water, require more and more fuel. Adaptation: Sneeze Flame, Fire Halo.	Ghosts 1. Fear 2. Raise Undead 3. Death Mask 4. Fog 5. Doom Decay: Become rotted and bestial or beautiful and immobile. Adaptation: Detachable limbs, spare life.
Elemental (Water, Earth, Air, Other) 1. Speak with X 2. Control X 3. Protection from Y (opposing element) 4. Investiture of X (<i>Stoneskin</i> etc.) 5. Wall of X Decay: Situational, float away, melt or become a small hill. Adaptation: Situational, usually utility.	Nature 1. Command Plants 2. Floral Salvage 3. Obedient Stone 4. Locate Leyline 5. Serpents of the Earth Decay: Eventually become a tree and put down roots. Adaptation: Special fruit, extra "limbs"
Summoner 1. Summon Outsider 2. Wizard Vision 3. Ritual Sacrifice 4. Command 5. Rend Portal Decay: N/A. Mishaps and Dooms are altered. Adaptation: N/A. Learn a new Name when you would gain a Beneficial Mutation.	Exemplar (By a Deity, Fiend or Spirit) Spells/abilities depend on origin. Check the Cleric, Warlock or Druid for inspiration. Decay: Revert to your heritage, not under your control if you disobey orders. Adaptation: As above, but under your control.

TACTICIAN

Starting equipment: leather armour, warhammer, trumpet, spyglass OR shield

Skill (1d3): Historian, Retired Commander, Navigator

- A Threat Assessment, Tactic, +1 Initiative, +1 Attack
- B Spot Opportunity, +1 Initiative, +1 Attack
- C On Watch, Rouse, d8 HD, +1 Initiative, +1 Attack
- D Detect Weakness, Mentor, +1 Initiative, +1 Attack

Threat Assessment

You learn an enemies HP after watching it fight for a round.

Tactic

As a standard action, you yell advice to an ally, who then makes a free attack.

Spot Opportunity

At the start of each round, a random PC (including you) gets an momentary opportunity against a random enemy. Roll all of this yourself. Grants +2 Attack, +2 Damage OR -2 to the enemies save, lasts until the next round.

On Watch

Your allies initiative can't be less than yours, so long as you lead the way.

Rouse

Once per day, you can yell especially effective encourage to allies that can hear you. This allows them to regain 1d4 HP.

Out of combat, this increases to 1d6+1.

Detect Weakness

As a standard action, you may observe a creature fight and make an Intelligence check. On a success, your next attack against them deals +1d12 damage.

Used out out of combat, if you succeed on an Intelligence check while observing an NPC, you can learn their weakness, secret shame or greatest fear (DM choice).

Mentor

At the end of each session, pick up to two PC's who learnt something from you this session. They each gain 1XP. If they both agree, you gain 1XP.

THIEF

Starting equipment: leather armour, lockpicks, dagger (1d6), additional random item
Skill (2x1d6): Smuggler, Mountebank, Casing, Spy, Forgery, Gambling

- A Specialist, Always Prepared, +1 Save vs. Traps
- B Tricky, Lucky, +1 Save vs. Traps, +1 Attack
- C Opportunist OR Pack Rat, +1 Save vs. Traps
- D Very Lucky, Area of Expertise, +2 Save vs. Traps, +1 Attack

Specialist

You gain Lockpicking 1 (+1 from the lockpicks themselves), a second Class Skill and one other skill of your choice at rank 1. If you miss a Specialist skill check by one, you gain a ? as normal but can make an Intelligence check to determine what went wrong. You might even be able to fix it.

Always Prepared

You can always access every item in your inventory, and may draw/use a second item per turn. Every time you return to town from a dungeon with loot, collect another random item for free. If the expedition was not a success, use the Failed Careers item table.

Tricky

When you Gambit you may replace a miss condition with a concrete situational advantage (surprise, elevation, etc.) of similar "value".

Lucky

Once per day, you can reroll one of your d20 rolls or a skill usage roll.

Opportunist

You can deal +1d6 damage as a Gambit. This stacks with Tricky.

Pack Rat

+3 Inventory Slots

Very Lucky

You get an additional usage of Lucky per day. Additionally, you can grant a usage to a nearby ally if you could plausibly have assisted them.

Area of Expertise

One of the following areas of adventuring becomes more accustomed to you. Move checks one step to the right: Impossible > Hard check > Normal check > Don't require equipment > Automatic.

- Climbing
- Escaping
- Sleight-of-hand
- Deception
- Tinkering

Variant Thieves

Take the following items and skills in place of your lockpicks and Specialist skills. [Thief] refers to a random Thief class skill

1. Bard: a lute/other instrument, favour from an admirer, free room in any inn or bar, Perform 2, Lute 1, [Thief] 1. Add Perform and Lute ranks together.
2. Barber-Surgeon: cutter's kit and medicinal alcohol, Surgery 2, Gossip 1, Haircutting 1
3. Pirate: keg of rum, parrot, cutlass, eyepatch, Sailing 2, Booze 1, [Thief] 1 (replace Casing with Raider)
4. Explorer: partial map of the area, compass, Navigator 2, Linguist 1 OR Diplomacy 1, [Thief] 1
5. Inventor: box of tools, half-finished project Tinker 2, Jeweler 1 OR Smithing 1, [Thief] 1
6. Merchant: sack of trade goods (1d4: medicine, clothes, metal, food), pack-mule, Diplomacy 1, Gossip 1, Finance 1, [Thief] 1
7. Ninja: three shurikens, three smoke bombs, Spy 2, Courtesy 1, [Thief] 1

8. Alchemist: random potion, ingredients for two more, glassware, small cauldron
Alchemy 2, Brewer 1, [Thief] 1

Quick Random Items

1. Wooden cross
2. Bag of chalk
3. Metal whistle
4. Bag of lard
5. Three torches
6. Tobacco pouch
7. Length of wire
8. Soap
9. Flask of lamp oil, rag optional
10. Three rations
11. Chisel
12. Tinderbox
13. Hammer and nails
14. Bell and string
15. Crampons
16. Flute or other instrument
17. Rope
18. Metal mirror
19. Crowbar
20. Length of chain

WARLOCK

Starting equipment: spell of choice implanted in brain, dagger, magical robes (+1 MD, -1 Def)

Pact (1d6): Demon, Devil, Fae, Eldritch, Other, own choice

Skill (1d3): Cultist, Haruspex, History

A Power Casting, Unfortunate Deal, 1 MD

B Overchannel, +1 Attack, 2 MD

C Soul Trade, Ritualist, d4 HD, 3 MD

D Audience, Aura, +1 Attack, 4 MD

Pacts

Your pact determines what spells you can learn, as well as your perks, restrictions, mishaps and eventual doom. You can use wands and scrolls. You can't learn spells directly from scrolls unless they are a part of your Pact already

Power Casting

1/day, switch any MD to a 6.

Unfortunate Deal

Your first spell is the same as your patron, or at least an outcropping of them. You can ask them things whenever you like. Every other spell you want to learn you'll need to a) Meet and b) Appease. Doing nice things for your patron can help with step A, but usually not B.

Overchannel

Take 1d6 damage and add +1 MD to a spell, mishaps and dooms cause another 1d6 damage if you overchannel.

Soul Trade

Every challenging foe that submits to your patron's will, grants +1 to your next Charisma roll against any spell. Stacks.

Ritualist

With time, gold, books and blood, you can summon demons/spells. Increase the power with more blood. Save vs. unwelcome attention.

Audience

One free, no strings attached, full on meeting with your patron at a place of your choosing. Use it wisely. This might be a good time to adjust the terms of your deal (i.e. your Doom)

Aura

Your presence corrupts nearby essence. Divine casters must save to cast spells, wizards must save or mishap, warlocks know where you are, sorcerers aren't sure what all the fuss is about.

List of Pacts: Demon, Devil, Fae, Eldritch, Hexblade, Star, King, Riddle of Steel

Demon/Devil Pact Perks: 1-in-6 chance of having same patron with another fiend. Restrictions: Detect as being Evil. Spell list: 1. <i>Burning Hands</i> 2. <i>Darkness</i> 3. <i>Fear</i> 4. <i>Bind</i> 5. <i>Hex</i> 6. <i>Foul Miasma</i> 7. <i>Consume</i> 8. <i>Dominate</i> 9. <i>Summon Demon</i> 10. <i>Counterprayer</i> 11. <i>Obliterate</i> 12. <i>Hell-bent</i> Mishaps: 1. +1 trauma 2. 1d6 damage 3. Mutation for 1d6 rounds, save or permanent 4. Blind and screaming for 1d6 rounds 5. Everything is on fire 6. Lose 1 goodness Doom: 1. You slowly blight plants and animals around you. The longer you stay in an area, the more severe the effects get. 2. The person you value most is afflicted with a terrible curse/disease, no save. 3. Save or die every sunset.	Fae Pact Perks: The way to a nearby portal itches. Restrictions: Can only eat flesh if you killed it yourself. Spell list: 1. <i>Gremlin</i> 2. <i>Beautify/Degrade</i> 3. <i>Blink</i> 4. <i>Faerie Gold</i> 5. <i>Charm Spirit</i> 6. <i>Sleep</i> 7. <i>Ray of Warping</i> 8. <i>Floral Salvage</i> 9. <i>Prismatic Ray</i> 10. <i>Magic Missile</i> 11. <i>Elegant Judgement</i> 12. <i>Open Portal</i> Mishaps (1, 2, 3 as previous): 4. Everyone switches location and/or situation with an opponent 5. You gain the attention of a passing fae 6. Everyone saves or starts dancing. Till they bleed Doom: 1. Iron weapons deal you double damage. 2. You cannot speak thrice anything you do not believe to be the truth, and you cannot break any promise you speak thrice. 3. Save every month to resist the allure of the spirit realm.	Great Old One Pact Perks: Telepathy. Target can save to block it out. Restrictions: Every spell comes with its own tic, phobia or foible. Save or freak out if you don't obey your issues. Spell list: 1. <i>Clawing Shadows</i> 2. <i>Mage Hand</i> 3. <i>Read Mind</i> 4. <i>Confusion</i> 5. <i>Armour of Ice</i> 6. <i>Inflict Insanity</i> 7. <i>Phantasm</i> 8. <i>Shivel</i> 9. <i>Conjure Nightmare</i> 10. <i>Wizard Vision</i> 11. <i>Space Hooks</i> 12. <i>Reverse Gravity</i> Mishaps (1, 2, 3 as previous): 4. Summon a Shoggoth, 1d6+1 HD 5. Eaten by portal, reappear in 1d20 rounds from a surprising location 6. Temporary random mind-switch, 2d6 rounds, affects 1d4 pairs. Doom: 1. +10 Trauma 2. Embodiment an insanity for a day 3. Your body becomes the vessel for twisted alien intelligence, and your soul is shunted out into the cold
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		void between stars.
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WIZARD

Starting equipment: Pointy hat (use Safety Casting 2/day), magical robes (+1 MD, -1 Def), spellbook with two random spells trapped in it, staff (1d6+STR)

Skill (1d3): Literature, History, Fortune Telling

School (1d3) - Orthodox (or Chartered), Elemental (or Outsider), Necromancer (or Banished)

- A Safety Casting, Procurement, 1 MD
- B Book Casting, +1 Attack, d4 HD, 2 MD
- C Magic Lab, d4 HD, 3 MD
- D Apprentice, Invent New Spell, +1 Attack, 4 MD

School of Magic

Your school determines what spells you can learn, as well as your perks, restrictions, mishaps and eventual doom. You can use all wands and scrolls. You can buy basic spells for 10g and advanced spells for 30g.

Safety Casting

1/day, switch any MD to a 1.

Procurement

If you succeed on an Int/2 check, you can extract the spell from any scroll or wand into your brain. If you fail completely and are outside of a lab, you must save or *cast* the spell instead. If you were the one to create the scroll/wand, just make an Int check.

Book Casting

You can cast directly out of a scroll or book rather than your brain. Automatically lose initiative and fumble if you take damage. This does not expend the scroll.

If you mishap, the book or scroll takes the blow instead.

Magic Lab

You can reroll Intelligence checks on anything you didn't successfully manage out in the field. You'll also have the equipment necessary for manipulating, mutating and breeding spells, stuffing them into scrolls, and even creating known spells from scratch.

Apprentice

Get yourself a piddly level 1 Wizard. He'll follow your bidding (maybe), and desperately wants to learn new spells, he starts with one of yours.

Invent New Spell

It's never been seen before, or has been entirely lost to the mists of time. Good luck.

Orthodox School Perks: None. Restrictions: None. Spell list: 1. <i>Magic Missile</i> 2. <i>Knock</i> 3. <i>Feather Fall</i> 4. <i>Mage Hand</i> 5. <i>Grease</i> 6. <i>Lock</i> 7. <i>Light</i> 8. <i>Sleep</i> 9. <i>Mage Armour</i> 10. <i>Wizard Vision</i> 11. <i>Force Field</i> 12. <i>Fireball</i> Mishaps: 1. +1 trauma 2. 1d6 damage 3. Mutation for 1d6 rounds, save or permanent 4. Lose 1 casting die. 5. Agony 1d6 rounds. 6. Cannot cast spells 1d6 rounds. Doom: 1. You lose the ability to cast spells for 1 day. 2. As above for 3 days. 3. As above permanently. <i>One way to escape this Doom is to eat the heart of a high elf. Another way is to marry a high elf, as the traditional marriage ceremony involves a mingling of souls.</i>	Elementalist School Perks: -3 damage from elemental sources. Restrictions: Cannot cast without elemental material. Spell list: 1. <i>Control X</i> 2. <i>Buoyancy</i> 3. <i>Feather Fall</i> 4. <i>Anklecrusher</i> 5. <i>Draw Heat</i> 6. <i>Dissolve</i> 7. <i>Shocking Grasp</i> 8. <i>Ignite</i> 9. <i>Protection from X</i> 10. <i>Wind Scythe</i> 11. <i>Lightning Bolt</i> 12. <i>Wall of X</i> Mishaps (1, 2, 3 as previous): 4. Soaked, or dehydrated, or flung upwards, or buried. 5. Deafened 1d6 rounds. 6. Wild elemental spirits flee your body for 1d6 rounds. Doom: 1. Drop to 0 HP. 2. Save or have spell flee your control when cast. 3. Expect 1d4+4 powerful spirits to arrive shortly. <i>This Doom can be avoided by journeying to a powerful elemental centre and pledging yourself to the spirit within, or by visiting pure</i>	Necromancer School Perks: Lose 1 HP permanently to add 1MD to a spell. Restrictions: Cannot cast without ritual implements. Spell list: 1. <i>Conjure Spirit</i> 2. <i>Explode Corpse</i> 3. <i>Death Mask</i> 4. <i>Fear</i> 5. <i>Rot</i> 6. <i>Raise Undead</i> 7. <i>Cause Wounds</i> 8. <i>Fog</i> 9. <i>Death Scythe</i> 10. <i>Command Undead</i> 11. <i>Read Fortune</i> 12. <i>Power Word: Death</i> Mishaps (1, 2, 3 as previous): 4. Fear 1d6 rounds 5. 1d6 corpses rise and attack you 6. Wander as a ghost, Int check to return to body each hour. Doom: 1. -1 Strength. 2. -1 Constitution. 3. You die. No Save. <i>One way to escape this Doom is to eat the heart of an immortal creature. Another way is to journey into hell and make a bargain with the</i>
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	<i>vacuum or the deepest shadow.</i>	<i>Underpope or one of the Satans. Or just be dead already!</i>
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DEATH AND DISMEMBERMENT

Roll 1d6+[lethal damage]. Each Death Dice (DD) is an extra 1d6 to all further attacks.

	Slashing	Piercing	Bludgeoning	Fire/Acid	Other
2	Small mark, scar or bruise				
3	Drop held item, +1 DD				
4	Knocked prone	+2 DD	<i>Stunned</i> , 1 round	<i>Shaken</i> , 1 round	+1 Trauma or DD
5	Horrifying near-miss, +1 Trauma				
6	Painful injury, +1 DD and <i>Shaken</i> (disadv. on all checks except Defence) save ends				
7	<i>Stunned</i> (no action) save ends, +2 DD				
8	Choose: +2 DD or add 1d6 to current roll				
9	Permanent scar, +1 DD, +1 Trauma				
10	Arm disabled (left if damage was odd, right if even) +2 DD for all of #10 and #11 If you are already suffering an injury, you take the worse version (#20/#21)	<i>Shanked</i> , lose 1d6 max HP until next rest	<i>Winded</i> , stunned (no action) and prone until you make a CON/2 check. An ally can spend a full round helping you up, ending the condition	<i>Sizzling</i> , take 1d6 ongoing damage as normal (If you are already suffering the effects of this injury, advance to IT BURNS however it was acquired)	<u>Magic</u> Random mutation <u>Necro/Poison</u> Lose lunch, CON vs. stunned for 1d6 rounds <u>Cold</u> Treat Dex as 4 due to shaking, save or lose extremity
11	Leg disabled #10 and #11 are all Minor Injuries, lasting until healed via resting	<i>Jabbed</i> , Attacker chooses which arm to disable	<i>Concussed</i> , treat Initiative as 4, spells have a 1-in-6 chance to fail	<i>Scorch</i> , lose a random item	<u>Shock/Radiant</u> Stunned 2d6 rounds <u>Psychic</u> Trauma equal to damage
12	As #10, but +3 DD				
13	As #11, but +3 DD				
14	Knocked prone, disarmed and in a bad position, +2 DD				
15	Minor Injury (#10 or #11), whichever would be worse, +1d4 DD				
16	Random stat takes damage equal to current DD, +3 DD				

17	Unconscious for 1d4 rounds, +3 DD				
18	+1d6 Trauma, +2 DD, if you contract an Insanity it's a phobia of whatever just hit you				
19	+2 DD, make a Wisdom check or <i>Shaken</i> until combat ends				
	Slashing	Piercing	Bludgeoning	Fire/Acid	Other
20	CHOPPED If you succeed on a save, lose a finger/toe. If you fail, the whole limb is smashed to pieces, sliced off, pulped etc +2d4 DD for all major injuries	SPLIT If you succeed on a save, you gain a cool scar. If you fail, roll 1d6: 1. Lose 1 Constitution 2. Lose 1 Dexterity 3. Lose 1 Charisma 4. Lose an eye, -1 Ranged Attack 5. Oozing wound, contract disease 6. Eviscerated. In 1d6 rounds, save or die, then again 1d6 rounds after that	CRUSHED If you fail a save, roll 1d6: 1. Lose 1 Strength 2. Lose 1 Wisdom 3. Lose 1 Intelligence 4. Crushed throat. You cannot speak louder than a whisper 5. Crushed ribs. Treat Con as 4 when holding your breath 6. Your back goes crunch and you are paralysed from the neck down. Make Con saves at 2d6 rounds or 1d6 days to recover, if you fail both its permanent	IT BURNS Take 1d12 damage ongoing instead of 1d6 <u>Psychic #20</u> ALL IN YOUR HEAD You are now (1d4): 1. Blind, 2. Lame, 3. Mute, 4. Prone to seizures <u>Psychic #21</u> ENSLAVED Take a single command from the attacker, Save or Die if you resist	<u>Magic</u> DOOMED Random curse <u>Necro/Poison</u> ORGAN FAILURE 1d4 CON damage each round, Save ends <u>Cold</u> DEEP FREEZE Save or frozen in a solid block of ice <u>Shock/Radiant</u> HEART ATTACK, Save or Die. Take damage again in 1d6 minutes for CON check to revive.
21					
22	+6 DD, automatically suffer a Breakdown				
23	SLOW DEATH. Paralysed, broken, doomed etc. could take hours or even days				
24	JUICY DEATH. Blood everywhere, a slipping hazard, might be able to halt the gushing...				
25	DISEMBOWELLED, DIE STARING AT YOUR INTESTINES IN 1d8 ROUNDS				
26	DROWN IN YOUR OWN BLOOD OVER 1d6 ROUNDS				
27	SHOCK, DIE SUDDENLY IN 1d4 ROUNDS				
28	LIMBS SCATTERED				
29	SKULL SHATTERED				
30	TORN ASUNDER				
31	HORRENDOUS FATE, TRAUMATISE YOUR ALLIES FOR 1d6 ROUNDS THEN DIE				
32	ABSURD DEATH, HOW DID THAT EVEN HAPPEN?				
33	DECAPITATION				
34	or more - TOTAL OBLITERATION				

HEALING

Each night you:

- Heal fully (with a ration)
OR
- Heal 1d6 HP (missing something)
- Clear all Death Dice
- Remove a random Minor Injury

If you are resting overnight but miss a requirement (i.e. don't eat, interrupted sleep, no water) only heal 1d6 HP. This might also incur a Trauma.

If someone makes an Intelligence check, a Minor Injury can be Patched (not healed, so go straight to the Major Injury if you get that injury again). A Patched injury restores functionality. If the Intelligence check is failed, then only time (overnight rest) can heal it.

Heal 1d6 HP over lunch by consuming a ration. INT checks to Patch injuries are made with advantage over lunch.

Magical healing can be used to automatically Patch an injury, or clear a Death Dice per 2 HP

Curses (1d10 for minor)

1. Hollow Guts, tripled food requirements
2. Nervous Wreck, roll 1d12 for Trauma checks
3. Unlucky, -2 Save
4. Dog Hatred, all dogs will attack you
5. Spirit Home, a small eldritch creature lives in your skull
6. Dreamless, need +1 exp to level up
7. Purse Moths, lose 1d100% of your money when you enter a settlement
8. Fragile, take +2 damage
9. Mute
10. Cursed to Die Alone, double damage while away from allies
11. Cursed to Die in a Fire, double damage
12. The Clawing Stone, double all falling damage
13. Weak Blood, automatically fail the first save against poison
14. Blinded
15. Crippled, half movement
16. Magnetic Soul, all spells that travel within 20ft of you change their target
17. Endless Thirst, water, ale, beer and wine all do nothing
18. Screaming Teeth, halve Charisma while speaking
19. Evil Twin, manifests far away, knows where you are
20. The Horseman Cometh, immediately contract 3 diseases

TRAUMA

Whenever you gain a point of Trauma, roll a 1d20. If it is **equal or less than your new score, you have a Breakdown for 1d20 rounds**. Another PC can spend an action calming you down, reducing the duration by a round. After the Breakdown, make a save. If you fail, you lose all Trauma and gain a permanent Madness.

Breakdowns (1d6):

- | | |
|---------------------------|-----------------------------------|
| 1. Run away. | 4. Faint. |
| 2. Hide. | 5. Rage. |
| 3. Paralysed, stuttering. | 6. Screaming, roll for encounter. |

Madness (1d10):

1. Addiction

Whenever it is available, you must seek out 1d4: sex, drugs, gambling, or church attendance. A successful Wisdom check resists.

2. Alien Hand Syndrome

One arm becomes an NPC. It's starting morale is 10, and it follows all the same rules as hirelings. (It must be convinced to do anything dangerous; it may turn against you if pushed too far.) Roll a random personality for it.

3. Amnesia

Lose a level. Level is restored when the memories are.

4. Hallucinations

Unreliable senses; the DM will give you false descriptions of things if you are ever alone (without your allies to guide you). Since you are always doubting your senses, you are always surprised on the first round of combat unless a Wis check is made.

5. Nightmares

3-in-6 chance of restful sleep each night, 4-in-6 with alcohol

6. Phobia (Proximal)

Permanently afraid of whatever thing or class of things caused the Trauma. When confronted with trigger, feels Fear for 1d6 rounds unless a Wis check is made.

7. Phobia (Dungeon)

As #6, except against 1d4: being alone, claustrophobia, darkness, or heights.

8. Psychosis

Cannot leave combat until all enemies are dead. A Wisdom check can be attempted once per combat the first time you attempt to resist.

9. Split Personality

Roll up a new level 1 character that uses your current physical stats, but new mental stats. The class must be different from your current one. Each session, alternate between these two characters, each one tracking XP separately.

10. Twitchy

The first time you take damage in each encounter, you must make a Wisdom check or spend the next round flipping out.

RANDOM SKILLS

- | | | |
|-------------------|---------------------|-----------------|
| 0. Alchemist | 34. Engineer | 68. Painter |
| 1. Angels | 35. Farmer | 69. Philosopher |
| 2. Animal Handler | 36. Fashionista | 70. Plains |
| 3. Architect | 37. Finance | 71. Poetry |
| 4. Archivist | 38. Fishing | 72. Poison |
| 5. Arson | 39. Flute | 73. Rivers |
| 6. Astronomer | 40. Forest | 74. Roads |
| 7. Baker | 41. Forgery | 75. Rumors |
| 8. Bandit | 42. Fortune Telling | 76. Runes |
| 9. Barbarians | 43. Frontier | 77. Sailor |
| 10. Beggar | 44. Gambler | 78. Scavenger |
| 11. Black Market | 45. Gardener | 79. Scribe |
| 12. Blacksmith | 46. Gossip | 80. Seduction |
| 13. Blood | 47. Guitar | 81. Sieges |
| 14. Booze | 48. Haruspex | 82. Singer |
| 15. Brewer | 49. Heraldry | 83. Smuggler |
| 16. Bureaucrat | 50. History | 84. Soldier |
| 17. Butcher | 51. Horses | 85. Spelunking |
| 18. Carouse | 52. Jeweller | 86. Spy |
| 19. Carpenter | 53. Jungle | 87. Sun |
| 20. Casing | 54. Lakes | 88. Swamp |
| 21. Circus | 55. Law | 89. Tailor |
| 22. Cleaning | 56. Linguist | 90. Tinker |
| 23. Cobbler | 57. Literature | 91. Tracker |
| 24. Cooking | 58. Locks | 92. Traps |
| 25. Courtesy | 59. Lute | 93. Trumpet |
| 26. Cultist | 60. Maps | 94. Tundra |
| 27. Dancer | 61. Mason | 95. Weather |
| 28. Demons | 62. Medicine | 96. Witches |
| 29. Deserts | 63. Miner | 97. Wizards |
| 30. Diplomacy | 64. Minstrel | 98. Woodcutter |
| 31. Disguise | 65. Moon | 99. Writer |
| 32. Drugs | 66. Mountains | |
| 33. Drums | 67. Navigator | |

LEVELLING UP

Experience: You need 5x[current level] (5/15/30) EXP to get to the next tier. Earn 1 exp by:

- Showing up!
- Almost dying.
- Having a decent funeral for a dead ally (good luck if they were a sinful S.O.B.)
- As a group, winning a fight against the most powerful enemy force you've faced thus far
- "Wasting" gold equal to 10x level. If it doesn't "help" you in the dungeon, and it doesn't make money on it's own, it *probably* counts. Training and research are perfect. If it is completely frivolous, possibly dangerous or intoxicating, save 10%
- Critical success if it actually has an impact on the game (ignore initiative)
- Critical failure, after the DM suggests something, if you come up with something worse, +1 exp you crazy bastard.
- Swearing a binding oath. If you break it, you can't get experience from oaths ever again, as well as some other nasty side-effects.
- Being exceptionally clever, at DM's discretion.

Finally, at the end of the session, everyone votes on each of the following. That player gets +1 exp:

- Most dramatic moment
- Most Valuable Player
- Wooden Spoon (whoever is lowest total experience)

New stuff: You get a Tier you qualify for (A followed by B etc.), +1 Save per level and a d6 HD (unless otherwise stated). You also might improve some stats. Roll randomly for the first (1d6), ask the person on your left for the second, then choose one yourself. Roll 3d6 to see if it is greater than your current stat. If it is, huzzah! +1 to that stat. If not, try again next level.

HP: You start with 1d6+CON. Every time you heal, roll all your HD+CON. At level 4, you get two Luck Points instead of more HD. Each LP can be used 1/day to add or subtract 1 to any roll you make, including damage. *Almost* missed or dodged an important attack? Spend Luck instead!

Beyond Level 4: You stop getting HD at level 3, and stop getting class abilities past level 4. Keep tracking experience though, you can spend it for various bonuses:

- | | |
|--|-------------------------------------|
| +1 Attack (<i>costs 10, max +4</i>) | +1 Save (<i>costs 5, max +10</i>) |
| Test a stat for improvement (<i>costs 3</i>) | +1 Luck Point (<i>costs 5</i>) |

Retirement and Death: If you retire a character, your new one starts with experience equal to their level and likely some of their gear. If you die, you'll first be playing Psychopomp

Roulette and probably facing a Heavenly/Hellish Court. Good luck! You heal to full as a ghost and restore all abilities, you'll definitely be needing them for what is to come...

BONUS WALL OF TEXT

Inventory

You've got a number of inventory slots equal to your Strength. Some of these are Fast Inventory (Dexterity/2), where the things in belts, bandoleers, accessible pockets, your hands etc. go. The rest is in your pack, you've got a 3-in-6 chance of finding it in a round (or 5-in-6 if you empty everything out). Each point of Defense from equipment also takes up an Inventory slot. Two-handed weapons and other large objects take up two slots.

Rust

Whenever you end up in the water, are completely covered in blood, or spend a day trekking through the muck of a dungeon, your armour makes a save (using your stats). If you don't spend time maintaining your gear, roll at -4. If you fail, you gain a point of Rust that **fills up an inventory slot**. Each inventory slot of metal items can only accrue Rust once.

Encumbrance

If you go over your inventory limit, you take **disadvantage** on all **Dexterity checks**. If you go more than four items over, you have **disadvantage** on **all checks**. If you are at less than half your inventory limit, you get **advantage** on some **Dexterity checks**.

Simple Weapons

Improvised weapons like a fist or a large rock are at -2 Attack and deal 1d4 damage, +STR if it is big enough. Clubs deal 1d4+STR damage. A sling does 1d6 damage with lead bullets, 1d4 with anything else.

Death

When you die, you rise as an invisible ghost with full HP, MD etc. and all the equipment you were holding when you died. Someone will be along soon to collect your soul. If you can fight them off, and stay as a ghost near your body for at least a day, you can come back as an Undead. If you allow an Angel or Death to lead you away, roll your Goodness. On a success, you end up in the Hesayan heaven. By default, everyone has a Very Specific Death (4 HD), a Weary Penitent (3 HD) or a Demon (1d6+2 HD) as potential Psychopomps. If you've paid your tithe recently, remove the Demon. [See here](#) for more information.

New Spells

Only Sorcerers get them just for levelling up. Everyone else has to cut a deal. Wizards can buy them for 10/30/100 gold (basic/advanced/emblem), Warlocks have to cut a literal deal (their Patron can act as a broker) and Paladins learn another spell every time they recover a holy artifact for the Church.

OPTIONAL RULES

Weapon Quality

When you miss an attack by 1 while using an actual weapon, you can choose to risk your weapon to hit (against weak enemies) or reroll (against strong enemies). Crappy weapons snap automatically, normal weapons have a 3-in-6 chance of breakage, masterwork 1-in-6, magic 1-in-12. Optionally, armour can be used the same way.

Strive

If you miss any ability check by 1, mark it with /. If you train in that stat, mark it with \. Once you have a full X, the next time you test that stat for improvement, roll 4d6k3.

Cunning Initiative

Normally, when you pass initiative, you go first. However, for the tactically minded, delaying allows you to go at any time before, during or after the enemy turn. This includes between the DM declaring attacks and rolling them. By giving up your move action for a round, gain advantage on Initiative. Using a large weapon gives disadvantage on Initiative.

Weird Mode

Trade in either three torches or three rations for a roll on the Character Interestifier.

Karma

When you die, for real, you gain starting Karma equal to your half current level. You get +1 Karma: if you got a decent burial, if you dodged Hell, if you ended up in Heaven, for every notable act (the other players act as a judge of this), and if your new character is somehow related to the dearly departed. You lose a Karma for every time you have skipped out on Death, and if your death was entirely your own fault for absolutely no gain. You can spend 1 Karma to reroll your new character, 2 Karma to haunt the party as a ghost briefly, 5 for an heirloom item, and 1:1 for the XP of the new character.

Weird Shields

By default, shields have a *hand-grip* for additional mobility.

Strapped shields allow for an item to be held, but take an entire action to equip or doff.

Bucklers grant +2 Defence against a single target that is using a melee weapon.

Tower shields are an encumbering item (Disadvantage on Dexterity checks) but grant the same bonus to adjacent allies.

You can shatter a shield to reduce damage by 1d12.

Rhyming Spells

If you can compose, off-the-cuff, a poem or equivalent relating to the situation and spell, your target has disadvantage to the save. Puns for combat spells, limericks for curses, haikus for environmental effects. Elves and Dragons require *at least* a sonnet to achieve this effect.

HATS

Hats add +1 to a stat for the purpose of rolling under. You can “sunder” a hat for +1d6 Save.
<http://wampuscountry.blogspot.com/2012/03/entire-post-about-hats.html>

Puzzles

Governs small toys, puzzle-boxes and some types of treasure. Roll 1d6+INT, try and get equal or over the difficulty. If you roll 6+ but do not complete the puzzle, your next roll is at +1. This stacks, losing it if you fail to gain progress. You'll need to roll 6+ without the bonus to gain any more progress with a puzzle.

<https://themansegaming.blogspot.com/2018/10/rules-for-puzzles.html>

Ammo

Either expend an entire quiver of arrows the first critical fail rolled and enhanced, or lose half a quiver for every 2 or 19 rolled

MINDSETS

Alongside helmets, magic rings, gauntlets etc. adventurers are able to find and equip Mindsets over the course of their travels. You can have as many as makes sense, but can only change them 1/day. Backstories, boss fights, out-of-character behaviour, and in-jokes are all viable sources of a Mindset:

Angry – reroll failed initiative check if you immediately charge

Bizarre – On critical successes/failures, very odd things happen

Confidence – +2 to do the first thing you suggest, instead of dallying/planning

Cowardly – +2 Defense while fleeing

Cruel – When you down an enemy, you can force a Morale check. Results may vary.

Curious – 1/session, you find something hidden

Desperate – +1 to everything while at 0 HP

Determined – take +1 against anything opposing your oath

Dramatic – Below HP/2, counts as a helmet

Fated – Once, ever, roll 1d10 instead of 1d20

Flamboyant – +3 retainer slots (normally 3+CHA)

Gallant – people you protect reroll failed saves

Greedy – Know the exact value of anything you hold

Grumpy – Ignore most positive and negative morale effects

Happy – NPCs don't automatically treat you as an "adventurer"

Helpful – Your friends can reroll a d20, once per person

Hungry – +4 to save against anything you ate

Innocent – Anything will hesitate to kill you, at least for a moment

Innovative – +2 to any checks that earned you an XP

Joker – An in-character quip that makes the DM laugh heals 1HP, up to 3/session

Knowledgeable – Learn a new rumor each session

Monstrous – Convert 1d4 Trauma into a mutation over a long rest

Mysterious – Trade this for a different Mindset when you reveal your backstory.

Observant – INT check to ask detailed questions after you've left a scene (flashback style)

Paranoia – receive a warning before you do anything extremely dangerous. No details.

Pompous – Enemies that fail a morale check and would flee/rout (not retreat) instead grovel

Proud – +1 damage at full HP

Righteous – Counts as a shield against anyone philosophically opposed to you

Stalwart – Immune to the Winded condition

Zealous – Your voice counts as a holy symbol

DM POINTERS

1. RULINGS NOT RULES

Rely on common-sense and player contribution over written material.

2. REWARD SHENANIGANS

More precisely, creativity, preparedness and player inspiration while interacting with the fictional world are of greater value than character numbers, lucky rolls and rules knowledge/abuse.

The best plans are *creative, simple, obvious in hindsight, and logical*.

3. EVERYBODY DIES

Nobody is guaranteed tomorrow. If you make it out alive, *then* you are a hero, but *never* before! Anything that is dangerous should seem dangerous, for at least the second before it kills you!

DIY MONSTERS

HD is Roughly equivalent to monster level. Goblins are 1 HD, Orcs are 2 HD, Ogres are 5 HD, and Giants are 8 HD. Extrapolate if necessary. Each HD grants 1d8 HP, +1 Attack and +1 Save. Damage starts at 1d6, but is very mutable. Enemies above 3 HD should start receiving special abilities, whether magical or martial. Armour as leather/chain/plate each grants +2 Def.

SPELLS

Firstly, if you search “[Spell Name] GLOG” you’ve got a decent chance of finding out what it does. If you don’t/can’t be bothered, here’s a tip - ask the player what *they* think the spell should do, then key it to [sum] and [dice] so the power is proportional to the amount of MD behind it. Each spell should be a *good* solution to a particular problem, but not locked in.

You want lockpicks, not keys. Spells should also have *weird shit* that can be mis/used.

