

1pot



BLEEDER'S DIGEST

A QUICK REFERENCE AND CHARACTER CREATION COMPANION FOR THE 1POT RPG

DUNCAN YOUNG

1. Roll stats, STR, DEX, CON, INT, WIS, CHA; 3d6 in order

STAT VALUE	MODIFIER OPTIONS		
	A	B	C
3	-4	-3	-
4	-3	-2	-
5	-3	-2	-
6	-2	-1	-
7	-2	-1	-
8	-1	-1	-
9	-1	0	-
10	0	0	-
11	0	0	-
12	+1	0	-
13	+1	+1	-
14	+2	+1	-
15	+2	+1	-
16	+3	+2	-
17	+3	+2	-
18	+4	+3	-

2.1. Race (d8) and Class (d4). *or.*

1D8	RACE	BONUSES...
1	DWARF	+1 CON, +1 WIS +2 bonus to checks relating to metal- and stonework, and damage against orcs, goblins and giants
2	ELF	+1 DEX, +1 INT +2 bonus to checks involving detection
3	HALFLING	+1 DEX, +1 WIS +2 bonus to checks involving stealth
4	GOBLIN	+1 DEX, +1 CON +2 bonus to checks involving stealth
5	GNOME	+1 DEX, +1 CHA 2 bonus to checks involving craft
6-8	HUMAN	Rearrange any two ability scores as you desire after selecting your class

2.2. ...Race *as* Class (d8/d12)

D4 / D8 / CLASS				D12 (OPTIONAL)	
1 Cleric	3 Thief	5 Dwarf	7 Halfling	9 Gnome	11 Druid
2 Fighter	4 Wizard	6 Elf	8 Goblin	10 Bard	12 Animal

3. Determine class die: hit points and weapon damage

CLASS DIE	CLASSES
1d8	Fighter, Dwarf, Companion Animal
1d6	Cleric, Thief, Elf, Halfling, Goblin, Gnome, Bard, Druid
1d4	Wizard

4. Determine class powers: gain entry '12', roll 1d8 for second entry

4.1. CLERIC

Armour: Any

D12	ABILITY DESCRIPTION
1	+1 to attack rolls
2	+1 to rolls vs. undead, unnatural, opposing faith
3	Gain deity-specific ability (see Religion section)
4	+1 spell slot/ <i>spellcraft</i>
5	+1 INT checks for religious or undead lore
6	+2 to WIS/CHA saves, +1 to all others
7	+1 to healing skills; <i>cure</i> spells heal +1 damage
8	+1 spell slot/ <i>spellcraft</i>
9	+1 penalty to spell DC saves or progress Turn ability
10	+1d6 hp (\pm CON modifier)
11	Choose +1 to attack, +1d6 hp, or +1 spell slot
12	Gain ability to Turn/Control Antithetical/Supernatural Beings

4.2. FIGHTER

Armour: Any

D12	ABILITY DESCRIPTION
1	+1 STR/CON-based skills (athletics, open doors etc)
2	+1 skill checks to forge, repair or maintain weapons/armour
3	+1 to attack rolls
4	+1 bonus to all rolls for trip, disarm and grapple attempts
5	+1 damage rolls
6	+1 to attack rolls
7	+1 to all rolls on lethal damage table;-1 damage from crit.hits
8	+2 to STR/CON saves, +1 to all others
9	+1d8 hp (\pm CON modifier)
10	+2d4 hp (\pm CON modifier)
11	Choose +1 to attack rolls, +1 damage, or +1d8 hp
12	+2 to attack rolls

4.3. Thief

Armour: Light

d12 ABILITY DESCRIPTION

1	+1d6 sneak attack damage
2	+1 to climb skills, -1 falling damage
3	Use 'restricted' magic items on difficult INT check
4	+2 DEX-based skill checks (stealth, agility, climbing)
5	+2 DEX/INT saves, +1 to all others
6	+1 lockpicking, pickpocketing and trap-related skills
7	+1 INT check to transmit/decipher text/code, forgery
8	+1 to called shot attacks, +1 damage on critical hit
9	+1 to attack rolls
10	+1d6 hp (\pm CON modifier)
11	Choose +1 to attack, +1d6 sneak attack, or +1d6 hp
12	+1 lockpicking, pickpocketing and trap-related skills

4.4. Wizard

Armour: None

d12 DESCRIPTION

1	+1 INT skill checks to recall scholarly information
2	+1 language spoken/understood
3	Can produce alchemical substances of +d4 potency
4	+2 WIS/CHA saves, +1 to all others
5	Gain a loyal 1d4 hp <u>Familiars</u> of your choice
6	+1 DC all spells for targets to resist
7	Gain <u>Wizard School Specialisation</u>
8	+1 spell slot/ <i>spellcraft</i>
9	+1 spell slot/ <i>spellcraft</i>
10	+1d4 hp (\pm CON modifier)
11	Choose +1 to attack, +1 bonus spell, or +1d4 hp
12	+2 spell slots/ <i>spellcraft</i>

... and use the following tables for Wizard Familiars (1d8 or 3d8) or Wizard School Specialisations (1d12)

4.4.1. WIZARD FAMILIARS (1d8 or 3d8 and pick from each column)

DS	ANIMAL	NATURE	ABILITIES	PROGRESSION
1	Bat or bird Winged vermin	Fickle	Clairvoyance The wizard gains the ability to see through the eyes (or other sensory organ) of their familiar once per day for 10 minutes	Increase your choice of 1) +1 uses per day 2) +1 additional sensory quality
2	Cat Domestic animal	Lazy	Possession For ten minutes, the familiar can merge with other creatures, control their actions and access their memories on target failing both a CON and WIS save.	Increase your choice of 1) duration by +10 minutes 2) difficulty of CON & WIS save by +1
3	Rat Large rodent	Greedy	Valet The familiar can safely swallow one object, able to be carried in one hand, and regurgitate it unharmed.	+1 objects held at any time
4	Snake or Lizard Viper or adder	Perky	Venom The familiar produces a venom to which the master is immune. The venom can be extracted and used once per day, but decays in 24 hours	Increase your choice of 1) potency of the venom(-1 CON save) 2) +1 uses per day 3) Immunity to another named venom
5	Insect/Arachnid Beetle or spider	Vindictive	Survivalist The familiar grants the ability to draw sustenance from detritus and climb walls (5ft speed)	Gain an additional 1) immunity to a specific named disease 2) +5ft climb speed

08	ANIMAL	NATURE	ABILITIES	PROGRESSION
6	Imp Small winged devil	Cowardly	Speech The familiar can speak with others of its kind and communicate in its master's native language	Improve your choice of 1) Speaking an additional language 2) Ability to impersonate +1/day
7	Orb Floating object	Patronising	Levitation The familiar grants the ability to hover briefly; the master may fall/jump and always land safely of a distance up to 10ft	+5ft to distance safely jumped
8	Growth Unsightly lump or strange sigil on body	Lugubrious	Change form The familiar can change its shape into a simple inanimate object of equivalent size for 10 minutes	Increase your choice of 1) the size of the object mimicked 2) the complexity, detail or moving parts 3) +10 minutes duration

4.4.2. WIZARD SCHOOL SPECIALISATION (1d12)

012	SCHOOL	ABILITY DESCRIPTION	PROGRESSION: increase choice of...
1	Abjuration Defensive and protective magic	Generate a protective ward that can either increase a target's AC by 1, or grant 5 points of resistance to damage from fire, lightning, acid or cold (pick 1 when casting)for 10 minutes	1) The bonus to AC by 1 2) The resistance to elements by 5 3) The number of targets benefitting by 1 4) The duration by +10 minutes 5) Number of uses per day by 1

D12	School	Ability Description	PROGRESSION: increase choice of...
2	Conjuration Summoning creatures	Summon 1 loyal creature of your choice from up to the 1d4 rank creatures (<i>Creature must be studied to be summoned</i>)	1) Creature tier from d4 to d6, d6 to d12 2) Total hit dice of creature (1d4 -> 2d4 etc) 3) Number of creatures summoned by 1 4) Number of uses per day by 1
3	Divination Insight, revealing information	You gain a +1 bonus to initiative checks Once per day you can either 1) gain a +1 bonus to all knowledge and detection checks for 10 minutes; or 2) determine the location of one object or person (WIS save) with 50% accuracy Increase CHA stat by 1.	1) Initiative bonus by 1 2) Detection and knowledge checks by 1 3) Duration by +10 minutes 4) Accuracy of location by +5% 5) Number of uses per day
4	Enchantment Control of others	Once per day, on a successful opposed CHA check, turn 1 target into a loyal ally for 1 hour per point difference in CHA. If you succeed by 10 or more, you control their action	1) CHA stat by 1 2) Number of targets affected by 1 3) Number of uses per day by 1
5	Evocation Energy and destruction	Once per day on casting, you may alter any spell that causes elemental (ice, fire, electricity or acid) damage to either change the damage type <i>or</i> do 1 additional point of damage per die	1) Additional damage per die by 1 2) Number of uses per day by 1
6	Illusion Trickery, fooling the senses	Once per day, create a silent static image of your choice of a size up to 10 ft cube in size	1) Size of illusion (+10 ft cube) 2) Qualities (add movement, sound, or smell) 3) Number of uses per day by 1

D12	School	Ability Description	PROGRESSION: increase choice of...
7	Necromancy Control over the powers of death	Once per day, from a mostly intact corpse you may create an undead creature of up 1d4 rank in power, under your absolute control	1) Creature tier from d4 to d6, d6 to d12 2) Total hit dice of creature (1d4 -> 2d4...) 3) Total number of creatures controlled by 1 4) Number of uses per day by 1
8	Transmutation Physical change, transformation	Once per day, for 10 minutes, you can alter the physical structure and appearance of your body. The maximum increased bonus across STR, DEX, CON, CHA or natural AC this can achieve is +1 (stats cannot be reduced to allow others to increased), and +10ft for modes of movement (flight, burrowing, swimming etc).	1) The maximum total bonus by 1 for stats and 10ft for movement 2) The duration by +10 minutes 3) Number of uses per day by 1
9	Generalism Broad understanding of all magic	Once per day, you are able swap a memorised spell for another in your spellbook of an equal or lower level.	1) Number of uses per day by 1
10	Dracology The study of dragons	You gain +1 to the following powers: –CHA-based interaction with dragons –INT checks for draconic lore –WIS checks for tracking dragons –Spell damage vs. dragons per die rolled –Saving throws vs. draconic powers	1) All listed powers increase by +1

D12	School	Ability Description	Progression: increase choice of...
11	Occultism Dark pacts with beings beyond	<p>You may sacrifice 1d4 points of your WIS stat to either</p> <ol style="list-style-type: none"> 1) receive answer from an outer being to one question with 30%+1d4×10% accuracy; or 2) cause a damaging spell to inflict 1d4 additional points of damage per die; or 3) inflict a -1d4 penalty on a saving throw against the affected spell. <p>All modified spells produce visuals that are disturbing to natural creatures. WIS loss recovers at a rate of 1 every 32 days. If ever reduced to zero WIS, your soul is claimed and body controlled by a dark entity</p>	<ol style="list-style-type: none"> 1) the accuracy of the answer by +10% 2) the number of questions asked by +1 3) +1 additional damage per die 4) additional -1 penalty to saving throws 5) WIS recovery rate by half (minimum of 1 day)
		<p>With a successful INT check, you are able to dissect monsters and disassemble devices to distil and extract the inner sources of power and magic within e.g. a medusa's eye. Objects removed can be used whilst worn to trigger or absorb the related effect, with 40% potency or chance of success, once before dissolving.</p> <p>You also gain +1 INT checks relating to non-spellcasting sources of magic and magical engineering, including the extraction above.</p>	
12	Esoterica Understanding of unusual and creatural sources of magic		<ol style="list-style-type: none"> 1) INT check by +1 2) Potency/chance of effectiveness by +10% 3) Extracts uses before dissolving by +1

D12 ABILITY DESCRIPTION

1	+1 4.5.1 Dwarven Runecasters ability/ <i>spellcraft</i>
2	+1 skill checks to forge, repair, appraise items or structures
3	+1 to attack rolls
4	+2 damage bonus vs. orc- and goblinkind, and giants
5	+1 STR/CON-based skills (athletics, open doors etc)
6	+1 to attack rolls
7	+1 to all rolls on lethal damage table;-1 damage from crit.hits
8	+2 to STR/CON saves, +1 to all others
9	+1d8 hp (± CON modifier)
10	+1d10 hp (± CON modifier)
11	Choose +1 to attack rolls, +1 damage rolls, or +1d8 hp
12	+1 to attack rolls and all saves

... and use the following table Dwarven Runecaster abilities (1d8)

4.5.1 DWARVEN RUNECASTERS (1d8)

D8 ABILITY DESCRIPTION PROGRESSION

1	Anvil Strike You empower the next attack, if it connects, with a touched melee weapon to do an additional +1d6 damage	Increase your choice of 1) Damage done by +1d6 2)Number of uses per day by 1
2	Blessing of the Forge You and your allies close by gain a +1 bonus to attack rolls and saving throws for 10 minutes	Increase your choice of 1) Bonus by +1 2)Number of uses per day by 1
3	Companion of Earth You conjure an earth elemental of 1d12 power for 10 minutes, as your loyal servant to do your bidding	Increase your choice of 1) Power of elemental by +1d12 2)Number of uses per day by 1
4	Dwarven Resilience You heal the wounds of yourself or a target ally by 1d8 hp	Increase your choice of 1) Healing power by +1d8 2)Number of uses per day by 1

08 ABILITY DESCRIPTION PROGRESSION

5	Earthbond You may enter and exit up to a 5 foot cube of natural unworked earth or rock during one move action	Increase your choice of 1) Distance through earth by +5' 2) Number of uses per day by 1
	Magic Stone You conjure a magical stone that can be hurled at a foe as a ranged attack doing 1d8 damage. Against undead, goblins, orcs and giants, the stone does 1d12 damage	Increase your choice of 1) Damage done by +2 2) Number of uses per day by 1
7	Sense Wealth You can detect the largest source of wealth (gold, gems, ore etc) within 60 ft and know its precise value.	Increase your choice of 1) Range of power by +60 ft 2) Number of uses per day by 1
	Wall of Stone You may conjure a 1 ft thick wall of rock up to 5 ft by 5 ft in size, once per day	Increase your choice of 1) Area of wall by +5 ft ² 2) Number of uses per day by 1

4.6. ELF

Armour: None/Light

012 ABILITY DESCRIPTION

1	+1 to all WIS skill checks involving detection
2	+1 INT checks to recall lore relating to magic or nature
3	-1 penalty on targets to resist illusion, enchantment spells
4	+1 to attack rolls
5	+2 to DEX/CHA saves, +1 to all others
6	+1 STR/DEX-based skills and checks (athletics, stealth)
7	+1 to armour bonus permitted yet to allow spellcasting
8	+1 to attack rolls
9	+1 spell slot/ <i>spellcraft</i>
10	+1d6 hp (± CON modifier)
11	Choose +1 to attack, +1 bonus spell, or +1d6 hp
12	+1 spell slot/ <i>spellcraft</i> from Elf list and +1 all saves

4.7 HALFLING

Armour: Any

d12 ABILITY DESCRIPTION

1	+1 to all acrobatic and climbing skills
2	+1 to all DEX stealth and escape skills
3	+1 to all initiative checks
4	Resist +4 damage from area-of-effect spells/explosions
5	+1 damage with ranged attacks
6	+1 to all saves
7	+1 to all DEX stealth and escape skills
8	+1 to attack rolls
9	+1 to attack rolls
10	+1d6 hp (± CON modifier)
11	Choose +1 to attack rolls, +1 all saves, or +1d6 hp
12	+2 to all saves

4.8 GOBLIN

Armour: Light

d12 ABILITY DESCRIPTION

1	+1 to attack rolls
2	+1 to all DEX stealth and escape skills
3	+2 to DEX/CON saves, +1 to all others
4	+1 to wolf handling/riding skills; +1d4 wolf companion
5	+1 skills to make/use poison, +1 potency/DC
6	+1 bonus spell/ <i>spellcraft</i> from Shaman list
7	+1 to all DEX stealth and escape skills
8	+1 to attack rolls
9	Mob attack (+2 damage if outnumbering foes in melee)
10	+1d6 hp (± CON modifier)
11	Choose from +1 to attack, +1d6hp, +1d6 sneak attack
12	+1d6 sneak attack damage

4.9. GNOME

Armour: Light

D12 ABILITY DESCRIPTION

1	+1 skill checks to forge, repair, appraise items
2	+1 to all DEX stealth skills
3	+2 to CON/WIS saves, +1 to all others
4	Burrow Mage: +1 dwarven rune ability/ <i>spellcraft</i>
5	Alchemist (+1d4 power from alchemical creations)
6	Magician (+1 bonus spell/ <i>spellcraft</i> – use Elf list)
7	Natural linguist – <i>Speak with Animal</i> +1/day
8	+1 to attack rolls
9	The Knack: +1 in 6 chance of blindly activating any magical item
10	+1d6 hp (± CON modifier)
11	Choose from +1 to attack, +1d6hp, +1 all saves
12	+1 to attack rolls and all saves

4.10 BARD

Armour: Light

D12 DESCRIPTION

1	+1 to attack rolls
2	+1 to all DEX stealth and escape skills
3	+2 to WIS/CHA saves, +1 to all others
4	+1 backstory (identity or knowledge of a profession)
5	Practical knowledge (+1 INT check to recall historical information relevant to any situation or object at hand)
6	Snap out of it! (grant ally reroll on failed WIS/CHA save with +1 bonus)
7	+1 to all CHA subterfuge and persuasion skills
8	+1 to attack rolls
9	Practical knowledge (+1 INT check to recall information relevant to any situation)
10	+1d6 hp (± CON modifier)
11	Choose +1 to attack, +1d6hp, +1 to a skill, or +1 all saves
12	Inspiring voice (+1 x day, rally allies in combat granting each +1 to attack/damage/saves for +10 minutes)*

* Rerolling this allows the choice of increasing use per day, or increasing the benefit granted; player's choice.

d12 DESCRIPTION

1	Nature Warrior (+1 attack in natural surroundings)
2	Natural linguist – <i>Speak with Animal</i> +1/day
3	Hedge Wizard (+1 spell/ <i>spellcraft</i> ; clerical, nature)
4	Pathfinder (+1 skill checks for wilderness travel, tracking, sensing danger in natural environ)
5	Trapper (snares/traps +1 difficulty to find, do +1d6 damage)
6	Hedge Wizard (+1 spell/ <i>spellcraft</i> ; clerical, nature)
7	Nature affinity (+1 INT and CHA checks regarding or interacting with nature, animals, plants and their care)
8	Warrior (+1 to all attack rolls)
9	<i>Polymorph Self</i> to known animal form and back +1/day
10	+1d6 hp (± CON modifier)
11	Choose one of +1d4 animal, +1 bonus spell, or +1d6hp
12	Animal Companion (+1d4 hp, loyal obedient animal)

d8 / ANIMAL (EXAMPLES)

1	Wolf	3	Fox	5	Bear	7	Snake
2	Boar	4	Badger	6	Tiger	8	Hawk

d12 DESCRIPTION

1	+1 to attack rolls
2	+2 damage inflicted when pouncing/diving on a foe
3	Able to carry +1 object, mysteriously secreted on body
4	Resist +4 damage from area-of-effect spells/explosions
5	Able to communicate with +1 other type of animal
6	+1 to all DEX stealth and escape skills
7	+1 to attack rolls
8	Able to vocalise +1 word of speech
9	+1d8 hp (± CON modifier)
10	+1d8 hp (± CON modifier)
11	Choose +1 to attack, +1d8hp, or +1 all saves
12	+1 to attack rolls and all saves

5. Generate starting equipment

Each character starts with a **dagger**, **backpack**, **flint-and-tinder**, **torch** and **bedroll**. Additionally, clerics have a wooden **holy symbol**; thieves, **lockpicks** and tools; wizards, a **spellbook**. If an entry on the class table indicates a item would be possessed in character creation; e.g. *poisoner* for Goblins and poison, *field armourer* for Fighters and a smith hammer; then the character also starts with that item. If you wish to use random background generation for the characters, this can also be used to identify certain class-relevant items they begin with – see the table below. They also have randomly determined equipment based on the following table , and their **CHA score in starting gold or silver** depending on the currency standard you are using.

To generate the equipment, roll **1d20** on the table below, note down the gear and continue rolling until the same result comes up twice. If armour or a shield is rolled as a result, this can be substituted for a form usable by the class of the PC e.g. a thief can substitute *Heavy* armour for *Light* (see below). Once an armour or shield result is rolled, all subsequent rolls use **1d10+10**. Rolling any entry twice ends the equipment generation. Note: characters can only ever carry up to their strength score in bulky items, such as armour, rope or a ladder.

20 EQUIPMENT

1	A melee weapon of choice
2	1d6 throwing weapons of choice
3	Helmet (<i>L</i> or <i>H</i> , +1/2 AC)
4	A ranged weapon of choice with 20 ammunition
5	Wooden Shield (<i>L</i>) - +1 AC
6	Leather armour (<i>L</i> ; chest, arms, legs) - +3 AC
7	Leather cuirass (<i>L</i> ; chest) - +1 AC
8	Chain shirt (<i>H</i> ; chest, arms) - +4 AC
9	Splint mail (<i>H</i> ; chest, arms, legs) - +6 AC
10	10' pole or ladder
11	Vial of Holy Water (d12 damage vs. undead, supernatural or creator's opposing faith)
12	Mirror
13	Pouch of Marbles
14	Hemp rope (50')
15	Lantern and oil
16	Hammer and 6 iron spikes
17	1d4 flasks of oil
18	1d6+1 torches
19	Chalk and paint
20	1 week's worth of rations and waterskin

- 5.1. Roll **d12** on the table overleaf to generate a character background and associated gear – gain the equipment listed under 'All' and the class entry

	BACKGROUND	ALL	CLERIC	FIGHTER	THIEF	WIZARD	DWARF	ELF	HALFLING	Goblin
1	MILITARY <i>Army, Navy, Guard</i>	Spear	Breastplate <i>(H, Chest)</i>	Crossbow & bolts(20)	Bow & arrows(20)	Spyglass	Battleaxe or breastplate	Bow & arrows(20)	Sling & bullets(30)	Spiked helm <i>(H)</i>
2	CRANFCSMAN <i>Smith, Mason, Vintner</i>	Hammer & Chisel	Bottle of wine	Whetstone	Forge tongs	1 pint of acid	Steel Shield <i>(H)</i>	Parchment & ink	Two jars	Small cauldron
3	FARMER <i>Arable, Pastoral</i>	Pig/Sheep /Goat	Pitchfork	Flail	10'pole	Bucket	Bottle of mead	Garlic	Whistle	Grease / lard
4	MINER <i>Metal ore, gems</i>	Pick	Lodestone	Wooden Shield (L)	Lantern & oil	Lodestone	20gp gemstone	Sled	Shovel	Handcart
5	ARTIST <i>Performer</i>	Makeup	Fine Cassock	1d4 throwing daggers	Dice / deck of cards	Glass ball	Hair/beard dye	Flute	Jar of cream	Tattoo kit
6	INNKEEPER <i>Barkeep, oster</i>	Cask of Ale	Sack & rations(7)	Cudgel	Salt & pepper	Jar of pure alcohol	Sack & rations(7)	Waterskin & soap	Sack of oats	Pot of honey
7	ASCETIC <i>Religious</i>	Incense	Silver holy symbol	Hand-wraps	Crampons	Hourglass	Silver hammer	Silver dagger	Silver trowel	Magic mushrooms
8	LONER <i>Hermit</i>	Animal Snares	Wolfsbane	Pellet bow & stones(20)	+3d6 gold pieces	Fishing rod & net	Tarpaulin	Lyre	Pipe & tobacco	Animal pelt
9	SCHOLAR <i>Sage, Tutor</i>	Parchment & Ink	Bandages	Military history tome	Map of nearby city	Scales	Skullcap <i>(L, helmet)</i>	Star charts	Selection of seeds	Jar of vinegar
10	HERDCE WIZARD <i>Shaman, Seer</i>	Medicinal herbs	Holy Water	Staff-sling & bullets(10)	Fortune-telling bones	Live toad	Set of dominoes	Scroll case	Wicker basket	<i>Gris-gris</i>
11	BANDIT <i>Pirate, Thief</i>	Rope & Grapple	Wooden Shield (L)	Sword	Sap	Sextant	Crowbar	Cloak	Caltrops	Pot of tar
12	SLAVE <i>Servant</i>	Sack & rations(7)	Candles(4)	Quarterstaff	10'ladder	Parchment & ink	Manacles	Fine clothes	Saucepan	Bucket

6. Spell lists (Aligned, Nature, Elven, Shaman)

Roll d8 to select clerical, d4 for nature/druidic, or d8 for shamanic spells each level

CLERICAL SPELLS

LEVEL ONE

d8	Spell	AL	N	S
1	Cure Light Wounds*	✓	1	1
2	Detect Evil			
3	Detect Magic			
4	Light*		2	2
5	Protection from Evil*	✓		
6	Purify Food and Water*	✓	3	3
7	Remove Fear*	✓		4
8	Resist Cold		4	

LEVEL THREE

d8	Spell	AL	N	S
1	Animal Growth*		1	1
2	Animate Dead	✓		2
3	Continual Light*		2	
4	Cure Condition*	✓		
5	Cure Serious Wounds*	✓	3	3
6	Locate Object			
7	Remove Curse*	✓		4
8	Water Breathing		4	

LEVEL FIVE

d8	Spell	AL	N	S
1	Commune			
2	Cure Critical Wounds*	✓	1	1
3	Dispel Evil*	✓		
4	Flame/Lightning Strike		2	
5	Insect Plague		3	2
6	Geas/Quest*	✓		
7	Raise Dead*	✓	4	3
8	Truesight			4

LEVEL SEVEN

d8	Spell	AL	N	S
1	Call the Divine*		1	1
2	Control Weather		2	
3	Creeping Doom		3	2
4	Earthquake		4	3

LEVEL TWO

d8	Spell	AL	N	S
1	Bless*	✓		1
2	Find Traps			
3	Know Alignment*	✓		
4	Hold Person/Animal*		1	
5	Resist Fire		2	2
6	Silence 15' Radius			
7	Speak with Animals		3	3
8	Warp Wood		4	4

LEVEL FOUR

d8	Spell	AL	N	S
1	Create Food and Water			
2	Control Water		1	
3	Dispel Magic		2	1
4	Languages*			
5	Neutralise Poison*	✓	3	2
6	Protection from Evil 10' radius*	✓		3
7	Speak with Plants		4	
8	Sticks to Snakes			4

LEVEL SIX

d8	Spell	AL	N	S
1	Animate Objects			1
2	Banishment			2
3	Barrier*			
4	Create Animals		1	3
5	Cureall*	✓	2	
6	Find the Path		3	
7	Transport via Plants		4	
8	Word of Recall			4

LEVEL SEVEN CONT...

d8	Spell	AL	N	S
5	Holy Word*	✓		
6	Raise Dead Fully*	✓		4
7	Regeneration			
8	Restoration*	✓		

ARCANE SPELLS

Roll d12 to select wizard, d8 for elven, or d8 for shamanic spells each level

LEVEL ONE

d12	Spell	€	S
1	Charm Person	1	5
2	Detect Magic	2	
3	Floating Disc		
4	Hold Portal		
5	Light*	3	6
6	Magic Missile		
7	Protection from Evil*	4	7
8	Read Languages	5	
9	Read Magic	6	
10	Shield		
11	Sleep	7	8
12	Ventriloquism	8	

LEVEL FOUR

d12	Spell	€	S
1	Charm Monster	1	
2	Confusion	2	5
3	Dimension Door	3	
4	Hallucinatory Terrain	4	6
5	Mass Morph	5	
6	Plant Growth*	6	
7	Polymorph Other	7	
8	Polymorph Self	8	
9	Remove Curse*	7	
10	Wall of Fire		
11	Wall of Ice		
12	Wizard Eye	8	

LEVEL SEVEN

d12	Spell	€	S
1	Delayed Blast Fireball		
2	Lore	1	
3	Magic Door*	2	
4	Mass Invisibility*	3	5
5	Power Word: Stun		
6	Reverse Gravity		
7	Spell Turning	4	6
8	Statue	5	
9	Summon Object	6	
10	Summon Monster I	7	
11	Sword	7	
12	Teleport Any Object	8	8

LEVEL TWO

d12	Spell	€	S
1	Continual Light*	1	
2	Detect Evil	2	
3	Detect Invisibility	3	5
4	ESP*	4	
5	Invisibility	5	6
6	Knock		
7	Levitate	6	
8	Locate Object		
9	Mirror Image	7	
10	Phantasmal Force	8	7
11	Web	8	
12	Wizard Lock		

LEVEL FIVE

d12	Spell	€	S
1	Animate Dead		5
2	Cloudkill		
3	Conjure Elemental		
4	Contact Outer Plane	1	
5	Feeblemind	2	
6	Hold Monster	3	6
7	Magic Jar	4	
8	Passwall	5	
9	Rock to Mud*	6	7
10	Telekinesis	7	
11	Teleport*	8	8
12	Wall of Stone		

LEVEL EIGHT

d12	Spell	€	S
1	Clone		
2	Explosive Cloud		
3	Force Field	1	
4	Irresistible Dance	2	1
5	Mass Charm*	3	2
6	Mind Blank*	4	
7	Polymorph Anything	5	3
8	Symbol		
9	Permanence	6	
10	Power Word: Blind	7	
11	Summon Monster II	8	4
12	Travel	8	

LEVEL THREE

d12	Spell	€	S
1	Breathing		
2	ClairSense	1	
3	Dispel Magic	2	5
4	Fireball		6
5	Fly	3	
6	Haste*	4	
7	Hold Person*	5	
8	Infravision		
9	Invisibility 10' Radius	6	7
10	Lightning Bolt		
11	Prot." Evil 10' Radius*	7	8
12	Prot." Missiles	8	

LEVEL SIX

d12	Spell	€	S
1	Antimagic Shell	1	5
2	Control Water	2	
3	Control Weather	3	6
4	Death		7
5	Disintegration		
6	Geas/Quest	4	
7	Invisible Stalker		
8	Move Earth	5	
9	Project Image	6	
10	Reincarnation	7	8
11	Stone to Flesh*	8	
12	Wall of Iron		

LEVEL NINE

d12	Spell	€	S
1	Contingency	1	
2	Gate*	2	
3	Immunity	3	
4	Maze	4	
5	Meteor Swarm		
6	Power Word: Kill	5	
7	Prismatic Wall	6	1
8	Shapechange	7	2
9	Summon Monster III	8	3
10	Timestop	7	
11	Trap the Soul		
12	Wish	8	4

7. Got into a scrape? Roll 2d6 on Lethal damage table when

- hit points are zero and further injured
- uncontrolled falling more than 10 ft
- critical fail on saving throw vs. damaging effect

2d6	General	Explosive	Claws & Teeth
≤2	Instantly Dead	Dead ; charred crisp or insides boiled	Dead ; disembowelled, chewed, decapitated
3	Fatal Wound ; paralyzed, die in 1d10 rounds	Lung damage ; Immobile; drown in own blood in 1d10 rounds	Disembowelled ; immobile, die in 1d6 rounds
4	Sever/Crush ; lose limb or facial feature	Charred limb ; amputate or CSW in 2d6 hours or die	Lost limb ; cauterise, bind or CSW in 2d6 rounds or die
5-6	Fracture ; broken bone (heal in 4d6 weeks)	5: Blinded 6: Deafened	5: Fractured bone and knocked prone 6: Fractured bone
7	Knocked out ; wake in 2d6 rounds or if healed		
8-9	Stunned for 1 round; can take no action	8: Blind for d4 rounds 9: Deaf for d4 rounds	Stunned for 1 round
10	Knocked prone and winded (-2 all rolls until combat ends)	Knocked prone and lose sense of smell	Knocked prone and winded
11	Knocked prone		
12+	Resolve : gain +1d6 hp, but pass out in that same number of rounds for 2d6 rounds or until roused		

-1 for each subsequent roll on this table after the first without rest or healing
-4 to the roll if unconscious, unaware or bound. Apply DEX mod to falling roll
The number of d6 rolled for a sneak attack is likewise subtracted

A bonus to the roll can be applied equal to the armour rating of the area of the body hit or a shield, if carried. Armour that thus obstructs a telling blow is damaged and offers one less bonus to AC for the struck body part and future rolls on this chart. Magical armour offers the bonus but is not otherwise damaged, unless struck by unusually powerful weapons or creatures.

To determine hit location and interpret effect roll 1d6 and allocate to body part as follows:

- | | |
|-----------|-----------|
| 1. Head | 4. Torso |
| 2. L. Arm | 5. L. Leg |
| 3. R. Arm | 6. R. Leg |

OPEN GAME LICENSE Version 1.0a

Designation of Product Identity: Ipot as used to refer to the system herein is Product Identity. All artwork, the presentation, and layout, are reserved as Product Identity. Anyone wanting to use the system for their own modules may do so with appropriate accreditation and references to the Ipot product.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Re-served.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPY-RIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

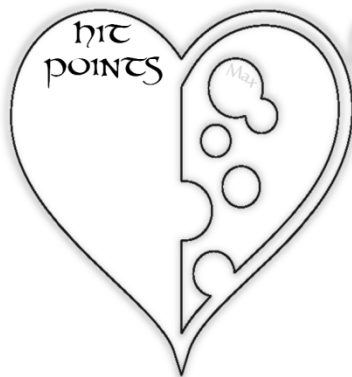
14. Reformation: If any provision of this License is held to be un-enforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Ipot: One Pot of Rules and Options for Old School Style Role-playing Games Copyright 2017, Duncan Young

COVER ART BY SAM MAMELI



NAME: _____

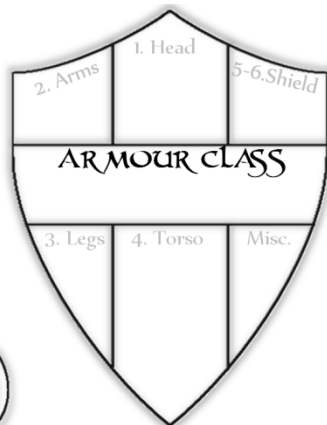
CLASS: _____

CLASS Die: _____

RELIGION: _____

LANGUAGES: _____

BACKGROUND: _____



STRENGTH		
MOD	SKILL	SAVE
DEXTERITY		
MOD	SKILL	SAVE
CONSTITUTION		
MOD	SKILL	SAVE
INTELLIGENCE		
MOD	SKILL	SAVE
WISDOM		
MOD	SKILL	SAVE
CHARISMA		
MOD	SKILL	SAVE

ATTACK BONUS	MELEE	SPECIAL
	RANGED	
WEAPON		
WEAPON		
WEAPON		

POWERS & ABILITIES

MISC GEAR AND TREASURE

Backpack

(STR score) large items can be carried

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____

Spellcraft:

123456789

Spells per
level

Other
powers

level one Spells

level two Spells

level three Spells

level four Spells

level five Spells

level six Spells

level seven Spells

level eight Spells

level nine Spells
