

RPG LTE

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BETA- This is the beta version of RPG LTE and the game is still being tested and edited, if you would like to make a suggestion or a contribution please visit www.dragoncompany.org or email rpglte@dragoncompany.org

Acknowledgements

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Defining Key Terms

This section is for those inexperienced or unfamiliar with Role-Playing Games and their terminology. It will define several key terms that aren't in use in the common language. Those who have experience with Role Playing or similar games may skip this section and come back to it if needed.

Dice – Most Role-Playing games use special polyhedral dice, usually in 6 sizes: 20-Sided, 12-Sided, 10-Sided, 8-Sided, 6-Sided (The Common Die), and 4-Sided. Typically these dice are referred to with the notation D(number of sides) or d(number of sides) so an 8-sided die is referred to as a D8 and so on. There are a large number of dice with more or fewer faces, but these are rarely used in games and will not be used for the purposes of this game.

Percentile Dice (D10-D%) – are two 10-sided (D10) dice that are rolled together achieve the same effect as having rolled a 100-sided die (to randomly create a “percent” number) these dice have faces with numbers ranging from 0 to 9 (D10) and 00 to 90 (D%), these represent the ones place, and the tens place respectively. For example, a roll of a 6 and a 40 would be a 46, and a roll of a 7 and a 00 would be a 70.

RPG (Role-Playing Game) – A role-playing game is a type of game where the players create and assume the role of a character in a fictional world. These characters are then able to increase their abilities and equipment in order to be better at their tasks in the game world. They can be video games, “live action”, or “board games” (many aren't played with a traditional “board”). For the rest of this explanation, we'll be talking about the latter.

Generally speaking, a “board” or “pen and paper” role-playing game will have the players using their characters to collaboratively create a story and solve problems that are presented by the Game/Dungeon Master (A special player, who is part storyteller, part impartial referee, and part antagonist). These problems are solved by the players deciding what their characters will do and seeing if they succeed by rolling dice and adding or subtracting from the roll based on the environment, their equipment, and their abilities. There is usually no set “end” to the game and the goal is to have fun being a group of hero's or villains in a made-up world.

Dungeon Master (DM) – or Game Master (GM) as in this game, is a player in a Role-Playing game whose job it is to set up the game environment and describe the aspects of the adventure to the other players. They will also play for all of the enemies and other characters not controlled by the players. They are, in essence the teller of the story the players are participating in. Their title comes from the *Dungeons & Dragons* Role-Playing Games, which were among the first of their kind.

Dungeon Master Shield – a piece of cardboard or plastic the DM keeps their notes and dice rolls behind, obscuring the players view of them to prevent metagaming or cheating, and to add an air of mystique to what the DM is doing. This object is purely optional and some feel that games are more “honest” without one. But they can allow the DM to make decisions more privately and impartially, or to “fudge” in favor of either the characters or the enemies.

PC (Player Character) – is a character that a player in a role-playing game has direct control over for the duration of the game (except under specific circumstances).

NPC (Non-playable Character) – is a character in a role-playing game that is controlled by the Dungeon/Game Master (or in the case of a video game: the computer) and that no player can take control of for a permanent amount of time.

Fudging – is when the Game/Dungeon Master, or someone with the power to “bend” the rules adds a modifier to a die roll because they feel it should be that way. This can be good for the party: “Yeah, you just.. find the trail” or “It's just a rat of course you kill it”, or bad for the party: “You can't seem to catch up to him” or “It's too slippery to climb the rope”.

Metagaming – is the process whereby players make in-game decisions based on actions outside of the game. Such as a player catching a glimpse of another players card when getting a drink and changing their strategy, going after another player in this game because that player beat them in a previous game, using a joke or the context of a joke from earlier in the evening to get a greater laugh than an original one in a party game, or hearing the Game/Dungeon Master tell another player who is inside a cave hundreds of feet away they are fighting snakes, and having their character get ready to fight snakes, even though in-game there was no way their character could have known.

Metagaming is typically considered distinct from cheating in that it is mostly not intentional. Players “can't help” but act on this information gained outside of the game. Though it should still be highly discouraged.

HP (Hit Points) – are a number used to abstractly represent the health of character or creature. When a creature has it's maximum hit points it is as healthy and strong as it can be, this goes incrementally down (in most cases it has no in-game effect on the creatures abilities) until its HP reaches 0, at which point it is either dead or incapacitated.

Introduction

RPG LTE is a pen(cil) and paper role playing game that has been streamlined to make things easier on new players, and simpler for veteran players who want a shorter play time. This Sword and Sorcery version follows in the tradition of the Tolkien books, the *Dungeons and Dragons* role playing system, and the many small, single-paged role playing games that have popped up in recent years.

You will play as a hero of might and magic in a fantasy medieval setting where you will battle dark wizards, monstrous vermin, goblin hordes, and maybe even dragons. Your mounds of treasure may defy imagination and upon your return the people of your home will hail you as a hero, but beware, the journey will be perilous.

Items Needed to Play

- At least one set of 7 polyhedral dice (D4, D6, D8, D10, D%, D12, D20) and preferably one for each player. (an electronic random number generator would work too, but people tend to find them less fun)
- At least one pencil with an eraser, and preferably one for each player.
- A sheet of paper for each player to print, copy, or draw a character sheet on to.
- A set of extra sheets of paper for the Game Master to write down the adventure on/draw maps etc. And for each player to be able to make notes if they feel they need to.
- These rules, and preferably a copy of the character creation and core gameplay rules for each player.
- Optionally, a shield, for the Game Master to roll dice behind.

Character Creation

Before the game can begin the players must create characters (and the Game Master an adventure: see the *Game/Dungeon Masters* section). Start by photo-copying an existing character sheet or downloading and printing a version from online. Then begin filling it out with a pencil.

Attributes

Players can divide 14 points between each of their 6 attributes or roll 1d4 for each (If after rolling the total is 9 or fewer add 2 points in any way seen fit) Each attribute must have between 1 and 4 points.

Knowledge (Know)	Strength (Str)
Dexterity (Dex)	Perception (Per)
Endurance (End)	Aura (Aura)*

*Measures a characters charisma, looks, and something indefinable

Skills

The players all have nine skills that are used when multiple attributes apply to a skill check. A skill bonus can be calculated by taking the higher of the two relevant attribute scores and adding +1 if the second attribute score is higher than 1.

Know+Dex	Craft
Know+Per	Search
Know+Aura	Motivate
Dex+End	Hold
Dex+Str	Attack
Dex+Per	Detect/Dodge
End+Str	Handle

End+Per	Focus
Str+Aura	Persuade

Leveling Up

Skills (not attributes) can be leveled up over the course of the game. This is explained in the gameplay and combat section.

Basic Races (Players choose 1)

<i>Human</i>	+1 Strength	-1 Perception
<i>Elf</i>	+1 Aura	-1 Endurance
<i>Dwarf</i>	+1 Endurance	-1 Dexterity
<i>Paulpien *</i>	+1 Dexterity	-1 Knowledge

*Like Hobbits or Halflings

Basic Classes (Players Choose 1)

Fighter - The basic adventuring type. Must have a 3 in Strength.

Begins with: Mail Armor (H), a leather shield, a dagger, and a longsword or battleaxe.

Starts with 2 Adrenaline Points

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Parry (Automatic) – May attack once (out of turn) after a successful dodge.

Rage – +2 to hit an enemy that has previously injured them.

Survivalist – +1 to a skill check for tracking, finding food, building or finding shelter, and finding water.

Knowledge Local – +1 to a skill check about knowledge of the area the character is from.

Double Strike – May attack twice during a combat round if they do not move.

Rouge - A man of the streets, or the woods, prefers to lay low. Must have a 3 in Dexterity.

Begins with: Leather armor (L), a Dagger, a shortsword, a bag of sand, and a vial of poison or lockpicks.

Starts with 1 adrenaline point

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Pick Locks/Pick Pockets (Automatic) – +1 to a skill check for picking locks or pockets. +1 to a skill check for silence when doing so.

Free Climb – +2 to a skill check for climbing any climbable surface.

Backstab – If attacking from cover or in ambush a successful hit will automatically down an opponent or deal 3 HP of Damage.

Survivalist/Knowledge Nature – +1 to skill checks for tracking or knowledge about the local ecosystem.

Locate/Disarm Trap – +1 to a skill check to detect and/or disarm a trap.

Mage - A magic user who has seen the books, but has decided to learn more practically. Must have a 3 in Knowledge.

Begins with: Cloth armor (Can't wear armor heavier than Leather (L)) in the form of their robes, a casting implement (either as staff or a wand), a spellbook containing 3 spells, 2 flasks of acid, and a shortsword.

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Spellcasting (Automatic) – Cast a spell from a spellbook. Each spell can be cast once per day. Additional spells can be cast for 1 adrenaline point each.

Prestidigitation – Cast a minor illusion (smoke, fire, thunder, etc) at will.

Knowledge Arcana – +1 to a skill check for knowledge of ancient texts, rituals, and magic.

Healer - A devout worshiper who has been granted power by the god(s). Must have a 3 in Aura.

Begins With: Leather Armor (H), a Holy Symbol or Book, a flask of nectar, and a Mace or Crossbow (12 Bolts)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Healing Touch (Automatic) – Must be close enough to touch to use. Revives a downed character for 1 action, heals an injury for 1 action, and heals a severe injury for 2 actions.

Holy Light – Creates a 20ft diameter dome of light that injures the undead if they enter and reduces the vision of any looking in. Must make a successful skill check each turn used. Can perform no movements or actions when in effect.

Sworn Protector – +1 to any skill check that is to help a character.

Knowledge Religion – +1 to any skill check about religious practices, sects, or magic.

Other Equipment

All players start with a backpack containing:

A canteen of water, two days food, 30' of rope, tinderbox with flint and steel, a blanket, a bottle of oil, and a torch.

Players can choose up to 4 additional items:

A knife, handaxe, bag of sand, bag of marbles, a hammer, a chisel, a bag of charcoal sticks, a pry bar, grapple hook, fishing kit, bag of interesting looking stones, small shovel, small pickaxe, canvas shelter cover, shelter spikes

Armor

In order to wear armor a character must have a certain level in their handling skill. The higher the skill level, the heavier and thus more protective armor that can be worn.

Players may attempt to wear armor with a handling level higher than their handling skill, if they do, when performing an action that requires movement they must first make a dexterity check (15+) with a disadvantage of -the remainder of the handling level when their handling skill is subtracted. If they fail the action they were attempting automatically fails.

Armor Table

Armor Type	Handling Skill	Armor Rating
Cloth	0	3
Leather (L*)	1	5
Leather (H**)	2	6
Mail (L)	3	8
Mail (H) (W/Breastplate)	4	9
Plate (L)	5	11
Plate (H)	6	12

*Light Armor

** Heavy Armor

Shields also require a certain level in handling skill to operate effectively; this is in addition to the level required for the armor. If the aggregate of these two scores is higher than the characters handling skill they must make a dexterity check as previously described.

A character using a shield gets a -1 modifier to their dex rolls, or a -2 for heavy shields.

Shield Table

Shield Type	Handling skill (Armor + __)	Armor Rating
Leather (S*)	0	1
Wooden (S)	1	2
Wooden (L**)	1	3
Metal (S)	2	4
Metal (L)	2	5

* Small Shield -1 Dex when in use

** Large Shield -2 Dex when in use

Weapons

To use a weapon also requires a specific handling skill level. This is separate from the armor handling skill. A character cannot use a weapon with a type above their handling skill, any attempt to do so will result in a wasted action and a failure of the attack. (Heavy or Massive weapons will likely require 2 hands to operate)

Weapon Weight Table

Weapon Type	Handling Skill
Discreet	0
Standard	3
Heavy	5
Massive	9

Weapon Table

Weapon Name	Weapon Type	Weapon Damage	Cost
Longsword	Standard	3	22
Shortsword	Discreet	2	16
Dagger	Discreet	1	4-6
Battleaxe	Heavy	5	20
Club (Staff (not a casting implement))	Standard	1	1-5
Mace	Standard	3	8
Knife	Discreet	1	5
Handaxe	Standard	2	9
Crossbow	Standard	2	8
(12 Bolts)			2
Bow	Heavy	4	13
(12 Arrows)			4
Rapier	Standard	2	10
Flail	Heavy	4	15
Pollaxe	Heavy	5	15
Lance	Heavy	5	10
Whip	Standard	1	2
Spear	Standard	3	3
Spear (Throwing)	Standard	3	4
Spear (H) (Throwing)	Heavy	4	5
Battering Ram (Requires 2 to operate)	Massive	8	15-30
Javelin	Standard	2	3
Rock	Discreet	0	0-1
Stone	Standard	1	1
Sling	Standard	3	1
Fists	Discreet	-1	0

Training

All weapons and most items require training the use effectively. Training is explained more in the gameplay and combat section. Characters are automatically trained with any weapons and items they start with (this carries over to similar items, a character trained with a club will be trained with most any type of bludgeoning weapon). If characters use an item they are not trained with they receive a -1 penalty on their roll. If they are trained there is no effect. And if they train and become experts with the item they will receive +1.

Spells

Spells can be cast with an attack or knowledge skill check (15+) if the player fails the roll the spell is still used for the day.

Fireball	Attack, will set a character it hits on fire with a damage rating of 2, and anything flammable within 5 feet will also catch fire
Lighting Bolt	Attack, a bolt of lighting comes from the sky and strikes a target with a damage rating of 3, and anything within 20 feet is also struck at a damage rating of 1
Magic Missile	Attack, will lock on to a target giving them -2 to their dodge, and hits with a damage rating of 5
Sleep	The target will go to sleep and until roused. At which point they must make a concentrate skill check before the can wake
Charm Person	For 5 rounds of combat or 2 minutes outside of combat a character will obey non-suicidal commands from the caster. They will remember this after the spell wears off
Armor lvl. 1	Will give the caster the equivalent armor rating of Mail (L) for 5 rounds of combat
Armor lvl. 2	Will Give the caster the equivalent armor rating of Mail (H) for 6 rounds of combat. This spell cannot be learned without having previously learned Armor lvl. 1
Enchant Weapon	Will give any 1 touched weapon +1 to hit bonus for 5 rounds of combat (Does not have to be consecutive)
Dispel Magic	Will reverse any simple spells cast on an area object or person.
Heal	If successful roll a D6, if 1, 2, or 3: heal a targets injury, if 4 or 5: heal a severe injury, and if a 6: heal all injuries.
Invisibility	Turn a target invisible to their eyes of surface dwellers and most others for 10 rounds of combat or 10 minutes
Feather fall	Make a target object less than 200lbs fall at a speed that will not permanently damage it once. Must be cast when the object is falling
Under-stand	The caster or a target can comprehend one language they were previously unable to for one hour
Disarm simple trap	A previously identified simple trap is disarmed without incident

See "Magic" Section for further information.

Back-story and Goal

After filling the previous places in the character sheet players should fill out the name, sex, and previous profession their character. And, while optional are strongly encouraged to fill out the Back-story and Goal places with a little information. This can be done with the help of the GM or one your own but must be approved by them. This will help players guide their characters actions, and increase opportunities to role-play.

Languages

In games with many types of creatures it may be necessary for characters to know more than one language. Talk to the Game Master before the game begins to get an idea of the land and what languages are spoken there, and based on the characters race and background, what languages they would know. Record these on your character sheet. If during the game a player character cannot speak a language another character is speaking, they cannot understand them.

For a players first few games this rule may be left out for simplification purposes.

Gameplay and Combat

Golden Rule

This system is meant to be rules-light and encourage role-playing. If something is not covered in the rules or doesn't make sense to the players; new rules can be made up or changed by the Game Master, or through discussion among the play group.

Playing the Game:

Before the game begins the players should have created a character for themselves. If it is their first time playing they might want to have help from a more experienced player or from the Game Master. (Character creation rules are placed on the previous pages. Due to the nature of the game players should read the rules before creating a character, or may choose to create a new character after reading them.). Who the Game Master is and who the players are should also be decided.

The game is played by having the Game Master (GM) describe the situation the players are in. The players will then tell the Game Master how they respond to the situation. If something the players do has a possibility of failure the players will roll dice to determine the outcome in a skill check. The GM will then describe to the players the results of their actions. If at any point the players begin fighting

something or are in a situation where seconds or the order of players action will severely affect the outcome the players will enter combat, which is a more structured mode of play to determine the outcome.

Skill Check

If a player is attempting an action that has a possibility of failure they will make a skill check. This is done by rolling a D20 and adding their applicable attribute bonus. (This is found on the character sheet, it is up to the GM which attribute applies, but one must) If multiple attributes apply, the player may add the skill bonus that relates to the two attributes (if one exists) instead of their attribute bonus. If the total is 15 or higher (15+) then the player succeeds. If not the player fails at performing that action. (In general, as the players advance, things may get harder)

Incomplete Failures

In some cases the line between success and failure is a bit more blurred. Depending on the situation the GM can count a roll of between 1-5 under the number needed to succeed as a partial failure, where the player doesn't complete the action they were attempting, but the results aren't as bad as complete failure.

Critical

If a player rolls a 1 or a 20 the roll is a critical roll. On the roll of a 1 the roll is a critical failure and the player automatically fails at their task and the character suffers a greater consequence than simply failing. On the roll of a 20 the character automatically succeeds along with gaining a greater benefit than simply succeeding. (This only works within reason, a player could not jump an ocean on the roll of a 20, but they will get farther than expected)

Adrenaline

Players whose characters have adrenaline points can spend them when making skill checks for +number of adrenaline points spent, on their roll. This can be done before or after rolling. Adrenaline refills after a nights rest.

Advantage/Disadvantage

If a player is at a clear advantage or disadvantage when making a skill check the GM can apply a bonus ranging from +3 to -3 to the players roll. (Example: The player is attempting to throw a stone at a running thief, but it is raining outside, so the player will get a -1 to their roll)

Role Playing

In general when playing the game the players should act like their characters would act in the given scenario. This means that any information given to the players by the GM that only one character(s) could have seen/heard/thought/etc cannot be used by the other players unless it is relayed by the character.

Player are encouraged to role play as their character, saying what the character is instead of "I haggle" or "I comfort them". As is the GM in their responses. Players can even adopt the speech patters and mannerisms of their character when playing the game. When the characters should be role played or not, and to what level they should be is dependant on the group and may require some discussion or playtime to figure out. What's most important is that everyone playing is feeling comfortable.

Combat

When players being a fight or the order and timeliness of their actions is necessary to know in order for a decision on the outcome to be made the players will enter combat.

Initiative

When Combat begins all players will roll a D20 and add their perception score. The GM will do the same for any Non-Player Character(s) (NPC) that are participating in the encounter. These rolls are ordered from highest to lowest to form the initiative order. Those who rolled higher will take their combat turn before those who rolled lower (if two or more players roll the same number these players will then each roll a D20 without any modifiers to break the tie. Re-roll until the tie is broken).

If any character clearly initiated the fight or combat sequence, they are automatically placed first in the initiative order.

Rounds

Combat takes place during rounds. Rounds are each roughly 5 seconds of in-game time, though this may vary depending on the situation.

The player who is first in the initiative order goes first, and then players take turns down the initiative order, going around until the combat is complete.

During a round of combat a player has two available time slots. These can be used to either move, or take an action.

There are 3 possible permutations of a round in combat.

Combat Round Table

Possible Combat Round	Time Slot 1		Time Slot 2	
	Action	Move	Action	Move
1	No	Yes	No	Yes
2	No	Yes	Yes	No
3	Yes	No	Yes*	No

*If first action was not an attack

1. In the first permutation the player moves twice, this is the player running or sprinting from where they were to where they want to be. In most circumstances this will happen automatically but in some it may require a skill check.

(Optional movement speed and board rules: Some players and GMs prefer their characters be represented on a game board, this can be done with simple graph paper or miniatures on a playmat (The most common are grids of squares, but some prefer hexes). If the players agree they would rather play this way a board or mat can be used, with the squares being an agreed upon distance, and the players each having an agreed upon movement speed (likely based on their Strength attribute). Otherwise the GM will have the discretion to determine whether or not the player makes it to where they were intending to when they move. If the player wants to make sure they arrive at their destination they should ask the GM for more information about the area before moving.)

2. The second permutation has a player moving first and then performing an action, like attacking an enemy, reading a spell, or drinking a potion. Moving is automatic unless the terrain is particularly inhospitable, but any action that is possible to fail requires a skill check to complete. (very simple actions like drinking a potion, or drawing a sword can't be failed in most circumstances)

3. The third permutation has the player taking two actions. If both actions can be failed or an action is taken twice two skill checks must be made. If the first action a player takes is to attack a second action cannot be taken.

4. A player cannot take an action and then move.

Attacking

If a character chooses to attack as one of these actions (NPCs are controlled by the GM) they will roll a D20 and add their Attack modifier (and any to-hit enchantments the weapon they are using has) and compare it to the defender's Dodge. The defender will either have a set Dodge score (most enemies and monsters) or will roll a D20 and add their Dodge modifier. If the attacker's roll is higher, they succeed and hit their opponent, if it is lower, they miss. (this counts as a skill check for Advantage/Disadvantage purposes.)

If the attack hits the successful character will roll a D12 and add the weapon's damage and their Strength score (unless the weapon is projectile in which case Strength will not be added) and compare that to the defender's armor rating. If the attacker's score is higher the defender is injured. If it is 5 or more points higher the defender is severely wounded. If it is equal or less nothing happens.

Injury

A character that sustains an injury will record it. After 3 injuries the character must make an endurance skill check with each successive injury. If they fail they become severely injured.

Severe Injury

A character that sustains a severe injury will take a -2 penalty to any skill checks on top of any advantage/disadvantage they may be at. A character with a severe injury and 1 or more other injuries (severe or not) is downed.

Downed

A downed character is one that is unable to do one or more of the following: move, remain conscious, fight, or keep themselves alive. A downed character is unable to fight in combat, but may be able to move (crawl) or speak. They are easily killed or captured by an attacker. A downed character is hit automatically if attacked (either directly or by an area effect weapon like acid) and must make an endurance skill check as a result. If they fail, they die.

Hit Points

More powerful enemies may have hit points (HP). In that case an injury takes away 1 hit point, a severe injury takes away 2, and if the player rolls the maximum number they possibly could on that roll they take off 3 hit points. If the character reaches 0 HP they are downed.

Thrown Items

Players may throw items during combat. Throwing an item that will do damage counts as an attack. Items like spears and javelins work very similar to hand weapons, and their range is determined by the GM unless players are playing on a mat or board. Weapons that affect an area, like a flask of acid or oil and fire will have an effect range determined by the GM, unless the players are playing on a mat or board. However instead of a standard combat the thrower must make a throwing skill check and the defender must make a Dodge skill check. If both succeed the defender is not hit directly with the item but is still affected by it. If the attacker succeeds and the defender fails the defender is hit directly. If the attacker fails based on the severity of the fail the GM will determine if the item misses and goes whizzing by the target, falls short of the target, is thrown at an ally, or is simply dropped at the character's feet. At this point it is possible for any not directly hit to make a Dodge skill check and avoid the effects.

Ending Combat

Combat ends when either all actions that require entering combat are finished. Or when all but one group of combatants have been downed, retreated, or surrendered. The game will then return to normal play.

Inns and Resting

When in a town, city, or even sometimes in the countryside, the players may encounter inns. An inn will provide a place to rest (usually for the fee of a silver coin) a place to stable any animals, and usually some form of food and drink. (each addition may be charged for individually) The alternative to doing so would be

setting up a camp and sleeping outside, exposed to the elements, animals, and ambush. In either case after a good night's sleep most injuries a character accumulated will have healed enough to have no bearing on the next day's events (this does not apply to severe injuries). Characters who do not sleep (or eat and drink) will have wounds heal at a much reduced pace (or not at all) and will begin to make endurance checks every hour at increasing disadvantage to make sure they don't go insane or fall asleep where they be.

Regaining Adrenaline – A character's adrenaline points are restored to maximum after a night's rest, or by 1 after a good meal. (This cannot exceed their current maximum)

Magic

Casting Magic – Some characters have spellbooks with spells they can cast. Spells can be cast once per day unless the character has adrenaline, in which case they can spend adrenaline points to cast additional spells. Spells can be successfully cast as either an attack or knowledge skill check. If players fail the skill check the spell is still spent for the day. During combat casting magic counts as one action, and if the spell deals damage, as an attack. Spells cannot be cast in armor heavier than leather (L), and attempting to do so will waste an action and result in the failure of the spell. Sometimes there may be scrolls that are enchanted with a pre-made spell, and saying its name will activate it. Any character can do this but must pass a knowledge skill check, a magic user gets +1 on this check. The scroll disappears immediately after attempting to cast it.

Learning New Spells – If in a town with a library or a guild for mages or magic users, a character may spend 150 silver pieces and 5 days of downtime to learn a new spell and add it to their spellbook.

Money

The base currency in the game is the silver coin. There are 10 copper pieces to a silver coin, and 100 silver coins to a gold coin. In some poorer areas the mints have taken to minting a half copper piece that is more likely to be used in town. Money can be earned from the purses of defeated enemies, treasure chests, selling other forms of treasure or collected items, or working a job in between adventures relevant to the character's class or skills. *All prices are in silver coins unless stated.*

Leveling up Stats

Attributes – Once the game has begun a character's attributes for the most part can't be changed. Save for a few exceptions. In some cases the magic of a powerful wizard can increase or decrease an attribute. And they can be lowered by life-changing injuries. Such as: losing knowledge from a severe blow to the head, losing strength from an arm being cut off, or losing aura from being badly burned or being branded with an unholy symbol.

Skills – Skills can be leveled up if they are used at least once in an in-game day (not necessarily consecutively) for 1.5x number-of-bonus days. For example to go from +0 to +1 a player must use that skill during 15 days, but to go from +2 to +3 will take 45 days. The first time a skill is used on a new day mark it down on the progress bar next to the skill. When it fills up enough to level up a +1 bonus is immediately added and the bar resets. But it cannot begin to be filled up again until the next day. If players have downtime where they are not doing anything for an extended period of time they can make sure they get 1/2 of a day's credit for each day skipped over by paying 10 silver coins a day.

The maximum bonus a player can get to a skill in this way is 12. Unless they are interesting in a more "loose" style of play where characters' advancement ability is infinite.

Training – In a city for the cost of 2 gold coins a player can meet with the local arms master and receive training in a weapon type. If they were not trained in that type they become trained, and if they were trained they become experts. Gaining +0 and +1 bonuses respectively. Players can for the same fee meet with a local master of an item or trade and receive training in the same way for 50 silver coins. (examples: Lock picking, Throwing Acid, Using a pickaxe etc.)

Gain New Special Abilities – In a city a character can join a guild of their class for 50 silver coins. Once a member of the guild the character can spend 2 gold coins and 5 days of downtime to gain an extra class special ability.

Adrenaline – Characters that are in an area for more than a week can pay 2 gold coins to meet with a strength trainer every day for that week and gain +1 adrenaline score.

New Spells – See "Magic" Section

Shops

When in a town, city, or area of general habitation, there is likely a store somewhere close by that will buy loot from, and sell items to the players. Below is a table of common items and their prices. A general rule for pricing is a silver coin is a day's pay, so any item that took a day or less to make will be between 5 copper pieces to a silver coin, and any item that took longer than a day would be 1 silver coin per day.

Items and Equipment Table

Item	Training Req.	Cost
Any item in the backpack the players started with.	No	1-2
Candles (4)	No	1

Knife	No	4-5
Handaxe	No	9
Hammer	No	3
Chisel	Yes	3
Grapple Hook	Yes	7
Prybar	No	3
Shovel	No	5
Pickaxe	Yes	6
Charcoal Sticks	No	2
Fishing kit	Yes	4
Snare	Yes	1
Backpack	No	2
Canvas Sack	No	1
Canvas Tent	No	3
Iron Spikes	No	3
Jerky (beef/pork) (3 days)	No	1
Armor	Yes (See Armor) In the form of Handling	20x skill
Medicine	Yes	7
Tobacco	No	5
Pipe	No	3
Ladder	No	7
Pole	No	4

Potions and Liquids

Potions and the like can be bought from a Mage's Guild, an Alchemist, traders, and some specialty stores.

Name and Effect	Training Required	Cost
Healing – Revives a downed character, removes one injury, or makes a severe injury an injury.	No	25
Strength – +2 bonus to strength attribute for a combat session or 1 hour	No	20
Night Vision – See in the dark for 2 hours	No	20
Speed – Movement speed increased, and can perform 3 actions or 2 attacks for 5 rounds of combat or 15 minutes.	Yes	25
Antidote – Cures Poison (Does not heal)	No	30
Poison – Takes effect after 1 round. Poisons a character for 1 injury per round or minute and -2 to endurance.	Yes	20
Holy Water – Deals an injury to any undead per round until removed. Relieves the effect of a basic curse for 1 hour.	Yes	15
Acid – Deals 1 injury to whoever it was splashed on per round until removed or 4 rounds have passed. If one was hit directly roll a D6 and compare to their armor rating. If higher deal a serious injury.	Yes	13
Alchemists Fire – Sets a character or area on fire for 15 minutes or 5 rounds of combat. Deals one injury per round. Can't be put out with water.	Yes	18
Lamp Oil – Not technically a potion. When thrown and lit will set a character or area on fire for 10 minutes or 3 combat rounds. Will deal one injury per round.	No	6

If two potions are mixed either by drinking them too closely together, or pouring them into each other from flasks, the player who did so will roll 1D20, on the roll of a 1, roll percentile dice (2D10). On a 100: the effect of one potion becomes permanent (within reason, a potion of healing will only heal after a time, and will not prevent death), on a 2-99: nothing happens, and on a 1: there is an explosion, dealing damage to all around, and killing the character if they drank it.

Traps

Traps are devices placed in certain areas to keep people out or at bay. There are 4 types of traps: Annoying, Catching, Stopping, and Deadly. And they range anywhere from the size of a door lock to a large bit of machinery hidden in a room. There are also 4 difficulties of traps that players will have to disarm once located.

Trap Level Table

Trap Rating	Skill Check to Disarm
Simple	12+
Easy	15+
Hard	18+
Expert	20

Secret Messages

All players (including the GM) should have a few pieces of blank scrap paper, which they can write on throughout the course of the game in order to exchange messages, information, or actions they do not want other players to know about. This will help prevent players from casually or accidentally violating the rules on character knowledge and from metagaming.

Other Optional Rules:

Below are a few rules that are not necessary or part of the basic system. In general the GM will give rulings on any of these things if it comes up during play, but some prefer more well defined and referable-to areas for them, this is for that. Be sure to discuss using these rules in the game if you intend to do so, to make sure other players are also comfortable with them, and make sure everyone is clear on what rules are being used.

Encumbrance

Specific weight measurements are not given for items, but they could easily be sorted into five categories: essentially weightless, light, easy, heavy, and massive. With 10 weightless items making a light item, and 2 light items making an easy item, and 2 easy items making a heavy item etc. Once a player reaches the equivalent of 2 massive items they are encumbered, and have a -1 modifier on all dex, str, and end rolls. There will be an additional -1 for every other massive item or massive item equivalent carried, until they player reaches their handle skill +1 massive items worth of load, at which point they will collapse into a heap.

For traveling any significant distance the player will have to make an endurance check –the number of massive item equivalents they have. If they fail they won't be able to make it without lightening their load.

Two Hands

Weapons that are either heavy or massive require two hands to operate, this means that no other item can be used unless an action is taken to retrieve the item while still maintaining control of the weapon. When using a shield with a two handed weapon, an additional -1 penalty is applied to Dex.

Alignment

To provide a better base for role-playing players may select an alignment from the list. This will correspond to the player's class (and possibly their race).

Lawful Good (Healer, Fighter, Mage) – Believe that the way to righteousness and fairness for all is by the equal following and application of the law, and that one should only act in such a way that they would will it to be universal law. Such categorical imperatives will carry the world to betterment.

Moralist Good (Fighter, Mage, Rouge) – Believe that good comes from the empathy of hearts and minds and cannot be confined to a specific set of doctrines. They will act in a way that will benefit the group to the best of their abilities, but pass no judgment that could be perceived as a "rule".

Anarchic (Fighter, Rouge) – Against the idea of any rules or definition to bind them. Typically acts on their whims or needs at the time. They will perform good deeds, but feel they should've gotten more, and evil deeds, but be racked with guilt. They are easily manipulated but quickly turn on their new masters.

Totalitarian Evil (Mage, Fighter) – The firm and even application of law is necessary to maintain order. No lawbreaker should be left with a warning, and punishment should be swift and brutal. Chaos and disorder are the ultimate enemies, for your only purpose and measurement of worth are what you can do to build toward a common purpose.

Sinful Evil (Fighter, Rouge) – Will follow their raw, un-empathetic desires until they are satisfied, which will inevitably be never. At times they will attempt to conceal themselves in the confines of another alignment, but only to gain the power and place necessary to not be as easy to catch.

At Peace (Mage) – A rarely seen breed, those at peace with the universe are typically found far away from civilization, subsisting off of small gardens and magic. They typically live for eons in a state on the cusp of death and rarely take action, even to defend themselves. Their lives greatly resemble nothing.

Movement Speed

Many role-playing games are played on a mat with a grid of squares or hexes representing a certain distance (usually 5 feet for exploration, and 1 mile for traveling). If the group would want to play in such a configuration they can calculate their characters movement rate in combat by multiplying their characters strength score by 5 feet. And that number times 2 miles per day for traveling. This can be modified by rough terrain or roads, such as it being halved by rocky or hilly areas, quartered by mountainous terrain, half-gained by roads, and quarter-gained by paths. (When moving diagonally through a square grid every third square is double distance)

Injured Areas

If a character is severely injured, note where they sustained the injury. If the character is healed by a Healer or a Potion of Healing (which are at times much less reliable than magic) roll a D%, on the roll of a 60 or above (-4 for each round the character was severely injured, any environmental factors (rain, snow, ice, cold, etc), any poison or disease the character has, how many days away from civilization the character is, and if the character is in, or near a cesspool, latrine, or barnhouse). The character sustains a semi-permanent or permanent injury in that area that can only potentially be restored by magic or proper medical surgery with applicable resting time.

When attempting to take an action involving the injured area the character will take a -1 penalty or might not even be able to perform the action (if the injury is something like a missing hand or an internally bleeding lung).