

Tiny d10: High Fantasy

Core Rules

Tiny d10 is a quick-to-learn, easy to play tabletop role-playing game. This guide includes everything you need to get started!

Character Creation

When creating your character, consider things like his or her appearance, background, and general attitude.

1. Choose your character's race.

Dwarf – short, strong, and hearty, they gain +1 hit point (HP) per level; +1 damage against goblins; low-light vision up to 100'.

Elf – agile, swift, and wise, they gain +1 intellect at levels 1, 3, and 5; +1 to any *know* check.

Halfling – small, silent, and brave, they gain +1 power point (PP) per level; +1 to *sneak* checks.

Human – quick, bold, and athletic, they gain +1 aspect at levels 1, 3, and 5; +1 to *persuade* checks; +1 attack bonus against natural beasts.

2. Choose your character's class.

Druids are priests and priestesses of the wild lands. They wield powerful natural magic granted to them by the gods of the untamed world.

T5; uses only mediumweight weapons & below; uses only mediumweight armor & below; +1 PP; +2 MP.

Druid Class Abilities

Spell-casting: Druids start with 3 spells and may cast any natural spells for their cost in magic points (MP). Magical spells cost an additional +1 MP.

Animal form: Declare your animal form. Your character may take this form once per day (or at the cost of 2 MP). Doing so takes 5 seconds, or one combat turn, and lasts for as many hours as your level.

Wild growth: Once per day (or at the cost of 1 MP), while in animal form, you grow significantly larger for your level + 1d10 combat rounds. You gain +2 temporary HP and a +1 temporary attack bonus.

Fighters are masters of combat and arms, capable with blade and bow alike, making them great adventurers and powerful allies.

T7; uses all types of weapons and armors; +2 HP; +1 PP.

Fighter Class Abilities

Power strike: Fighters can use power points (PP) to enhance the damage of their attacks by 1 per PP spent.

Bloody rage: When reduced to or below half of your total HP, you enter a bloody rage. This state lasts for 1d5 + your level rounds and grants you +4 temporary HP and an additional +2 temporary damage.

Weapon proficiency: You gain proficiency with one of type of weapon. You either deal an additional +1 damage or gain a +1 attack bonus when using it.

Magic-users are students of strange and mystical arts. The knowledge they gain from such studies imbues them with astounding magical powers.

T5; uses only lightweight weapons; may not use armor; +3 MP.

Magic-user Class Abilities

Spell-casting: Magic-users start with 4 spells and may cast any magical spells for their cost in magic points (MP). Natural spells cost an additional +1 MP.

Prestidigitation: This spell creates a small, brief illusion such as colored smoke, dancing lights, or a sound. Can be cast in a range of your level x 20 feet.

Stunning spell: Magic-users may spend 1 PP (in addition to the attack spell cost) to cause a creature to lose one turn per PP spent.

Thieves are usually regarded by society at large as offering an important service. They excel in stealth and subterfuge, and are often for hire.

T6; uses only mediumweight weapons & below; uses only lightweight armor; +1 HP; +2 PP.

Thief Class Abilities

Evade: Dodge an opponent's attack. Costs 1 PP.

Sneak attack: You may add your level as a bonus to attempts to sneak. If this ability is used as an attack, you deal an additional +1 damage if successful.

Deflect projectiles: Each time a projectile is thrown at you, perform a reflex check. If the result is higher than the thrower's attack roll, you deflect the projectile.

3. Assign attribute scores. Use the following values: 2, 2, 1, 0.

Power (P) – a measure of physical and mental strength. This attribute is used when attempting to break down doors, climb mountains, or arm wrestle a drunken opponent. Additionally, in combat, the power attribute score is used as a bonus when making melee attacks (swords, punches, axes, etc).

Aspect (A) – a measure of spiritual awareness and natural charisma. This attribute is used when attempting to detect lies, barter, or summon aid. Additionally, in combat, the aspect attribute score is used as a bonus when casting natural and divine spells.

Intellect (I) – a measure of mental acuity and sharpness. This attribute is used when inspecting or searching an area, learning languages, or recalling information. Additionally, in combat, the intellect attribute score is used as a bonus when casting magical and dark spells.

Reflex (R) – a measure of dexterity, speed, and reaction. This attribute is used when attempting to dodge an object, perform a feat of acrobatics, or jump a chasm. Additionally, in combat, the reflex attribute score is used as a bonus when attacking with ranged weapons (like a crossbow) or lightweight bladed weapons (like a dagger).

4. Assign points. Divide 10 points between hit points (HP) and power points (PP).

Hit points are the amount of damage your character can suffer before falling unconscious, and eventually dying. A successful attack typically deals 1 point of damage.

Power points can be added to attack rolls, check rolls, and challenge rolls. Only 1 point may be added per roll. Unless otherwise specified, they cannot be used to increase damage.

Generating Magic Points (MP)

Classes with the spell-casting ability begin with a certain amount of MP, which are expended to cast spells. To generate starting MP, roll 1d10 and use the following table:

Roll of 1-5	Roll of 6-9	Roll of 10
+4 MP	+5 MP	+6 MP

5. Record your character's wealth.

The economy of Tiny d10 is simple. 1 piece of gold = 10 pieces of silver = 100 pieces of copper. For perspective on the value of these monies, consider: 1 piece of gold = 1 US dollar. *Starting wealth is influenced by your character's background, but is ultimately your game master's (GM) decision.*

6. Fill out the rest of your character sheet.

By this point you have determined the essentials of your character. Make sure to fill in other sections on your character sheet, like toughness and starting spells (found in the class section), and level (begins at 1).

Weapons

Adventurers are likely to encounter great dangers in their travels, necessitating a dependable weapon. Some common weapons include:

Melee Weapons

Weapon	Attack Bonus	Damage Bonus
Axe (MW)	1	0
Dagger (LW)	0	0
Polearm (HW)	1	1
Short sword (LW)	0	0

Missile Weapons

Weapon	Range	Attack Bonus	Damage Bonus
Axe, hand (LW)	40 ft	1	0
Bow (MW)	75 ft	0	0
Crossbow (LW)	100 ft	1	1
Javelin (MW)	30 ft	0	2

LW = lightweight, MW = mediumweight, HW = heavyweight.

Spells

Magical spells are usually best cast by magic-users and use the intellect attribute, and are typically learned through the long study of ancient tomes.

Charm person – one person becomes your friend. 1MP.

Comprehend languages – understand any language for 1 x your level hours. 1MP.

Deep sleep – cause 1d10 + your level creatures to fall into deep sleep. 3MP.

Dispel magic – eliminates a magical effect. 2MP.

Fireball – deals 1d5 damage. 2MP.

Heal – restores 1d5 + your level HP. 2MP.

Mage armor – your level bonus to toughness for 1d5 rounds. 3MP.

Magic missile – deals 1 damage; roll vs T. 0MP.

Minor creation – creates small object. 1MP.

Summon monster – summon monster of your toughness -1 and half of your HP. 4MP.

Natural spells are usually best cast by druids and use the aspect attribute, and are typically learned through a life of hermitage and oneness with nature.

Call lightning – summons 1d5 bolts of lightning. Range: up to your level x 20 feet. 2 MP.

Charm animal – one animal becomes your friend. Aspect challenge to control it. 0MP.

Cure light wounds – restore 1d5 + your level HP. Casting toughness 8. 0MP.

Flame ring – surround up to 1d5 + your level enemies in a ring of fire that lasts 1d5 rounds; deals 1 damage per enemy trapped within. 3MP.

Hunter's walk – walk without sound through a wooded or natural area. 1MP.

Poison – poison living creatures with your touch. Deals 1d5 damage per round. 2MP.

Read magic – read any magic spell or scroll book for 10 x your level minutes. 1MP.

Summon beast – see Summon Monster. Must use *charm animal* to command the beast. 2MP.

Natural shape – look like a natural, inanimate object for your level amount of hours. 1MP.

Virtue – subject gains 1d5 temporary HP for one combat encounter. 2MP.

Playing the Game

Tiny d10 is a role-playing game, so most interactions should be role-played. The outcome of these situations can often be reliant on a player's acting, wit, and quick-thinking, and require no die-rolling at all.

However, there will be times when a die roll is unavoidable. Any attempt to do something that demands skill to complete (or that could result in failure), like breaking down a dungeon door or navigating a twisting forest labyrinth, requires a **check**.

Rolling the Die

A check consists of rolling 1d10, adding the relevant attribute (or skill) bonus, such as power or intellect in the examples above, and comparing the result to the check's **toughness** (T). If the result is greater than or equal to the check's toughness, the attempt succeeds.

Toughness is a representation of the total difficulty of any attempt. Whether it's a reflex check when attempting to vault a chasm, or an attack made against a snarling goblin, toughness reflects all the factors that make jumping that chasm or slashing that goblin tough. The following table is a simple guideline for determining the toughness of a check or opponent:

T5-T6	Simple toughness. Easy checks like climbing a ledge with large hand holds, or attacking weak opponents like goblins.
T7-T8	Moderate toughness. Harder checks like fighting a strong current, or attacking well-armed opponents like castle guards.
T9-T10	Difficult toughness. Challenging checks like sneaking into a well-guarded court, or attacking large opponents like giants.
T11-T12	Extreme toughness. Seriously tough checks like controlling a boat during a gale, or attacking overwhelmingly powerful opponents like dragons.
T13-T14	Impossible toughness. Success is unimaginable, requiring superhuman strength and endurance to complete.

Saves

Anytime a character would suffer an event that could kill them outright (or otherwise have a dire effect), such as being crushed in a rock slide or becoming paralyzed by a spell, the player should conduct a save.

To do so, the player rolls 1d10, adding a single relevant attribute bonus – no skills may be used. A standard save requires a roll of 5 or higher, though exceptionally perilous circumstances may require an even higher roll.

Challenges

At certain points, characters may find themselves challenging another creature. This occurs when the character and the creature attempt to do the same thing at once. To conduct a challenge, both the character and the creature roll 1d10 and add relevant bonuses. The higher of the two rolls succeeds.

Combat

Players begin combat according to reflex scores, the highest first, the lowest last. Any ties among scores should be settled with the roll of 1d10. Combat is simple. The following is an example of a standard turn:

Alanthea, the level 1 thief, draws her dagger and declares her target: a snarling goblin with a scar drawn from his forehead to his chin.

She makes an attack (ATK) roll using 1d10 and, since she's using a dagger, adds her reflex score. She rolls a 6, and adds her bonus of 2, for an ATK total of 8. The goblin has a toughness of T5, and Alanthea viciously slashes his throat, dealing 1 damage. He dies instantly.

Movement in Combat

Slow (10-20 feet per turn)	Moderate (20-30 feet per turn)	Fast (30+ feet per turn)
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All classes are moderate in speed and may move only up to their maximum speed range per turn. Environmental factors may affect that maximum speed.

Combat Rules Simplified

- One turn represents roughly 5 seconds.
- Only 1 attack per turn.
- Only one move sequence per turn.
- Less significant actions may be done freely.
- Damage is typically 1, though may be more.
- Ranged and small weapon attacks use reflex; magical spells use intellect; natural spells use aspect; melee attacks use power.

Advantage

Under certain circumstances, a player can push for advantage by explaining the conditions they believe to warrant a bonus to their action. If the GM agrees, the player will gain a +1 to their roll.

However, if the player fails their roll, the GM should impose a negative additional outcome, such as a fall which results in a lost turn, or that reveals their location to the enemy.

For GMs: Depending on your style, you may wish to allow advantage more or less frequently.

Magic in Combat

Magic is powered by magic points (MP). These points are spent when casting spells, and are replenished alongside HP at a 1:1 ratio. If not replenished during healing, they replenish at the rate of 1 MP per 4 hours in game.

Spells are typically a guaranteed success, as they often have a high casting cost; however, some spells require an attack or check roll – usually versus toughness.

Healing and Dying

Characters may forfeit their attack action to heal themselves or others. This requires a successful T6 intellect check (though more mortal or special wounds may require a higher roll). A successful heal adds +1 HP per heal action. If a character possesses the *heal* skill, they automatically succeed the check.

Out of combat, characters may make a heal check four times per 1 hour in game. Without healing, HP are replenished at the rate of 1 HP per 4 hours in game.

When a character or opponent is reduced to 0 HP, they are considered immobilized and dying. They cannot act until healed by a companion, though they may be able to speak. In Tiny d10, characters are rarely killed, and players should always consent if the characters are.

Armor

There are two types of effects armor can have: it can add additional HP, and/or increase a character's toughness. A small sample of available armor types is included in the following table:

Armor	Weight	Effect
Leather, light	Lightweight	+1 HP
Leather, heavy	Mediumweight	+2 HP
Chainmail	Mediumweight	+1 HP, +1 T
Scalemail	Heavyweight	+2 HP, +1 T

For GMs: You are encouraged to develop your own armor types, but should always consider balance when doing so. Armor that grants too many HP or raises a character's toughness too high could quickly make them too powerful.

Levels and Advancement

All characters begin as **level 1 explorers** and begin with 1 skill. This is the start of their adventuring career.

Character advancement in Tiny d10 is powered by **experience points (XP)**. XP is primarily earned by slaying or defeating opponents (usually giving between 1 and 5 XP), but can also be earned by succeeding checks in epic and heroic ways (usually giving 1 XP).

Characters will become stronger as they gain levels. XP is lost upon advancement, and must be gained anew.

Level 2 – 25 XP – Adventurer

You are afforded a certain level of respect.

- You gain 1 skill, 1 class ability, & 2 spells, if applicable.
- You gain 1 weapon proficiency.
- You gain either: +2PP or +3MP.

Level 3 – 75 XP – Hero

The people are inspired by your words and actions.

- You gain either: +2HP or +1 toughness.
- You gain either: +2PP or +2MP.
- You gain +1 to any attribute.
- You gain 1 class ability & 2 spells, if applicable.

Level 4 – 150 XP – Mighty Hero

The people cheer your exploits and sing your praises.

- You gain 1 skill & 1 spell, if applicable.
- Free advancement: improve **any** field by 1 point (e.g., +1 toughness, +1 to any attribute, +1 HP, a weapon's attack or damage bonus, +1 proficiency, etc).
- You gain 1 class ability, and the *hero's resolve* ability, which allows one reroll if your result is 1.

Level 5 – 250 XP – Legendary Hero

You will live forever in the legends and lore of the land.

- You gain +1 to 2 attributes (or +2 to 1), and 1 skill.
- You gain the *hero's presence* ability, which forces enemies to make an aspect challenge check when attempting to attack you; if they fail, they lose their turn for one round.
- Your GM should grant you a special, permanent bonus fit for a legend.

Skills

Skills are used in special checks called skill checks. The 12 skills of Tiny d10 are listed below:

Aspect	Intellect	Reflex
Heal	Spot	Hide
Persuade	Listen	Conceal
Detect*	Craft	Sneak
Intimidate	Know*	Acrobatics

*The know and detect skills must be specific, e.g. know nature, detect magic, etc.

These skills add a +1 bonus to relevant checks. This bonus is stacked on top of the relevant attribute score, and may also be stacked with bonuses granted by class or race. For example:

*Alanthea peers into the forest, searching for signs of more goblins. She conducts a spot check using 1d10 and adds her **intelligence** score of 2. Since she also possesses the **spot** skill, she adds a bonus of 1. She rolls a 7, and adds her bonus of 3, for a total of 10. She easily spots a small band of goblins hiding in the brush ahead.*

This completes the Tiny d10: High Fantasy Core Rules. Please enjoy this eternally free miniaturized RPG, and direct questions, comments, and criticism to www.tinydio.wordpress.com. Have fun, and remember: when there aren't rules for it, improvise!

