

Tiny d10: Fantasy Core Rules

Tiny d10 is an easy to learn, quick to play tabletop role-playing game (RPG) that requires only one game master (GM), two-to-six players, one 10-sided die (1d10), and the attached character sheet.

I. Character Creation

Races

Step 1: Select a race.

Dwarf – short, strong, and hardy, dwarves dwell in mountains and caves, and live for 150+ years. They gain double experience points against large opponents; +1 to craft; -1 to natural magic attacks against the dwarf; +1 hit point per level.

Elf – tall, athletic, and wise, elves dwell in forests and glades, and live for 500+ years. They gain +1 to perception checks; +1 damage to evil creatures; immunity to poisons; +1 intellect at levels 1, 3, and 5.

Halfling – short, swift, and jovial, halflings hail from hidden glens and shires, and live for 100+ years. They gain +1 to hide; +1 to sneak; -1 to ranged attacks against the halfling; +1 power point per level.

Human – tall, bold, and cunning, humans hail from all corners of the globe, and live for 80+ years. They gain +1 damage to natural creatures; +1 to persuade; +1 to any skill; +1 aspect a levels 1, 3, and 5.

Classes

Step 2: Select a class.

The Druid

Druids are priests of the wild, and wield powerful natural magic. They have a toughness of 5 (T5); use medium-weight weapons & below (no axes); use medium-weight armor & below (no metal armors); and gain +2 magic points and +1 power point. Druids begin with three class abilities.

Druid Starting Class Abilities

Animal form – take the form of any small to medium-sized animal; requires 1 combat round for transformation. Cost: 1 power point.

Spell-casting (natural) – start with 3 spells and cast natural spells for their cost in magic points; magical spells cost double.

Wild growth – animal form grows to a large size; gain +2 hit points and +1 attack bonus for 1d10 + your level rounds (or hours when out of combat). Cost: 2 power points.

The Rogue

Rogues are quick-thinking and fast acting, often styled as outlaws or brigands. They have a toughness of 6 (T6); use medium-weight weapons & below; use lightweight armor only; and gain +1 hit point and +2 power points. Rogues begin with three class abilities.

Rogue Starting Class Abilities

Deflect projectiles – all projectile attacks against the rogue are challenge rolls. If the challenge is won, the projectile is deflected.

Evade – dodge a successful attack. Cost: 1 power point.

Feint – if an attack fails, immediately attempt the attack again; the target suffers -1 toughness. Cost: 2 power points.

The Warrior

Warriors are masters of combat and arms, experts of blade and bow alike. They have a toughness of 7 (T7); use heavyweight weapons & below; use heavyweight armor & below; and gain +2 hit points and +1 power point. Warriors begin with three class abilities.

Warrior Starting Class Abilities

Defensive rush – rush to the aid of an ally within range at any time to stop an attack against them. Conduct a power challenge against the attacker: if you win, any damage is canceled; otherwise, you take the damage. Cost: 2 power points.

Power strike – increase the damage of your attack (must be declared prior to conducting the attack roll). Cost: 1 power point per 1 point of damage increased.

Withstand – reduce the damage of a successful attack against you. Cost: 1 power point per 1 point of damage reduced.

The Wizard

Wizards are wise and cunning students of the magical arts. They have a toughness of 5 (T5); use lightweight weapons only; use featherweight armor only; and gain +3 magic points. Wizards begin with three class abilities.

Wizard Starting Class Abilities

Spell-casting (magical) – start with 4 spells and cast magical spells for their cost in magic points; natural spells cost double.

Splash-effect – modifies an attack spell, causing it to inflict equal damage to creatures within a 10 foot radius of the target. Cost: 1 power point.

Prestidigitation – creates a minor magical effect like colored smoke, blinking lights, disembodied sounds, and more.

Attributes

Step 3: Assign attribute bonuses. Use the following numbers: 1, 1, 0, & 0.

Aspect – consciousness and charisma; used as a bonus during things like persuasion, detecting intentions, or intimidation. Additionally, aspect is used as a bonus when casting natural magic spells.

Intellect – mental acuity and sharpness; used as a bonus during things like disarming traps, learning or knowing things, and gathering information. Additionally, intellect is used as a bonus when casting magical spells.

Power – physical strength; used as bonus during things like breaking down doors, swimming against a river, or wrestling a creature to the ground. Additionally, power is used as a bonus when making melee attacks.

Reflex – speed, dexterity, and reaction; used as a bonus during things like dodging a rolling boulder, jumping across a chasm, or navigating difficult terrain. Additionally, reflex is used when making ranged attacks, or melee attacks with lightweight weapons.

Alternatively, players may roll their attribute bonuses. On a roll of 1-5, the bonus is 0; on a roll of 6-10, the bonus is 1.

Power Points and Hit Points

Step 4: Assign power points and hit points. Divide 10 points between hit points and power points.

Hit points (HP) – the amount of damage a creature can suffer before dying.

Power points (PP) – added to attack rolls, check rolls, and challenge rolls; may only spend 1 point per roll. Additionally, power points are spent when using some class abilities.

Magic Points

Step 5: Generate magic points (applies only to magic-users like the druid or wizard).

Magic points (MP) – magical power that is expended when casting spells.

Roll 1d10 and use the following table to determine starting magic points:

Starting Magic Points		
Roll of 1-5: 4 MP	Roll of 6-9: 5 MP	Roll of 10: 6 MP

Wealth

Step 6: Record your wealth. Roll 1d10 x 5 to generate starting gold pieces. Currency is valued at:

Currency Value		
Gold piece (gp): \$10	Silver piece (sp): \$5	Copper piece (cp): \$1

II. Game Rules

Once your character is complete, it's time to play Tiny d10. Much of this time will be spent role-playing, and will rely on your acting, wit, and quick thinking. Such interactions will often not require die rolls.

However, there will be times when rolls are unavoidable. Any attempt to do something that requires skill to succeed, or that could result in failure – like breaking down a dungeon door or navigating a twisting forest labyrinth – requires a check.

Checks

When attempting to do something that could result in failure – like fording a raging river, staying astride a frightened horse, or hearing the soft footsteps of approaching enemies – a check should be made. To make a check, roll 1d10 and add the relevant attribute (aspect, intellect, power, or reflex) and any relevant skill bonuses.

Action check – an attempt to perform an action like climb a tower, dodge a falling rock, or hide in a nearby bush. Action checks include attack rolls, attribute checks, challenge rolls, saves, and more.

Perception check – an attempt to perceive something, like seeing hidden or obscured objects and creatures, or hearing hushed voices and furtive movements. Perception checks are performed by rolling 1d10 and adding the intellect attribute bonus. Skill bonuses from spot or listen may also be added.

Check Toughness

To determine a check's toughness, consider the following:

Toughness	Difficulty level
T2-T6	simple toughness (climbing a wall with large handholds, or pulling an ally up from a ledge)
T7-T8	moderate toughness (fighting a strong current, or surprising unaware opponents)
T9-T10	difficult toughness (sneaking into a well-guarded court, or picking a well-constructed lock)
T11-T13	extreme toughness (controlling a ship during a gale, or scaling a castle's smooth-stone wall)
T14-T15+	impossible toughness (mounting and flying a wild dragon, or leaping across a massive chasm)

Saves

When there is risk of immediate death, dismemberment, or similarly dire consequences, a save should be made. A standard save is performed by rolling 1d10 and adding relevant attribute bonuses and/or skill bonuses to the result. Succeeding a save immediately cancels any deadly effects, but may still cause serious injury.

A standard save has a toughness of 5 (T5), but certain conditions (like spells, effects, or environmental factors) can change that.

Challenges

When two characters attempt the same thing at the same time, a challenge should be performed. A challenge is performed by each player rolling 1d10 and adding relevant attribute and skill bonuses to the result. The results are then compared, and the higher of the two succeeds the challenge.

Combat

Combat begins according to reflex scores: highest first, lowest last. Ties should be settled with 1d10.

Attack rolls work identically to check rolls: roll 1d10 and add the relevant attribute bonus. If the result is equal to or higher than the target's toughness, the attack is successful.

Simplified Combat Rules

- 1 combat round consists of all combatants' turns; each turn represents 10 seconds.
- Only 1 attack/ability/spell per turn.
- Only 1 move sequence per turn.
- Less significant actions, like talking, may be done freely.
- Damage inflicted is 1, unless otherwise specified (e.g.: damage bonuses).
- Ranged and small weapon attacks use reflex; magical spells use intellect; natural spells use aspect; melee attacks use power.

Movement in Combat

During combat, all classes are moderate in speed (unless otherwise specified) and may only move up to their maximum speed range per turn, though other factors – such as terrain – may affect this.

Movement Speeds		
Slow: 20-40 ft.	Moderate: 40-60 ft.	Fast: 60+ ft.

Combat Advantage

Under certain circumstances, a character may receive a +1 attack bonus if they are in an advantageous position. However, if the attack does not succeed, a negative condition may be imposed.

Non-lethal Combat

During combat, non-lethal damage may be inflicted by making an unarmed attack, or by using the blunt edge or flat side of bladed weapons, or other non-lethal means. Successful non-lethal attacks deal 1 damage; when an enemy has been reduced to 0 hit points by a non-lethal blow, they are knocked unconscious, instead of killed.

A non-lethal or unarmed attack requires a successful attack roll against the creature, in addition to a successful power challenge against the creature. If both rolls succeed, non-lethal damage is inflicted - otherwise, the target is simply struck, not injured.

Monsters in Combat

Monsters consist of all enemies and opponents of the characters, which may include humans and humanoids, natural beasts and unnatural monstrosities, and more. In order to successfully strike a monster, a player must make an attack roll that is equal to or higher than the monster's toughness rating. The challenge a monster presents to characters is based on the monster's toughness, hit points, damage bonuses, and more:

Toughness	Difficulty level
T2-T6	Simple toughness (2-5 HP; sometimes have attribute bonuses, abilities, or skills)
T7-T8	Moderate toughness (6-12 HP; sometimes have attribute bonuses, abilities or spells, and skills)
T9-T10	Difficult toughness (10-20 HP; often have attribute bonuses, abilities and/or spells, and skills)
T11-T13	Extreme toughness (15-30 HP; often have attribute bonuses, abilities and/or spells, and skills).
T14-T15+	Impossible toughness (20-40+ HP; always have attribute bonuses, abilities and/or spells, and skills)

Healing

At 0 hit points, characters are considered immobilized and dying. After 4 turns at 0 hit points, they will expire.

Standard healing restores 1 hit point (as well as power and magic points) per successful T6 intellect check (unless the character possesses the heal skill, which succeeds automatically). During combat, an attack action must be forfeit to heal. Out of combat, characters may make 1 heal check per 4 in-game hours, or spend an entire day resting to restore 1d5 hit points.

Skills

Skills are specific competencies and can only be used in specific scenarios. For example: the spot skill can be used in a perception check to see something; the persuade skill can be used in an aspect check to convince someone of something. When used, skills add a +1 bonus to checks. Skills can be used during combat, but not for combat.

Aspect	Intellect	Reflex
Detect (magic, motive, or trap)	Craft	Acrobatics
Charm	Know (history, nature, or religion)	Disarm trap
Heal	Language	Hide
Intimidate	Listen	Pick lock
Persuade	Magic use	Sleight-of-hand
Survival	Spot	Sneak

Magic

Magic is conjured using magic points (MP). Typically, only characters that possess the spell-casting ability can use magic. Unless otherwise specified, spells are a guaranteed success. Note that some spells, or certain conditions, may impose a casting toughness on the spell-caster, which works as a standard toughness check.

Spell Saves

Some spells allow the target to make a save before having an effect. Each spell-caster has a spell save, which is equal to their character level + casting attribute bonus (aspect or intellect) + 3. Succeeding a spell save does not always cancel all effects.

Leveling Up

Characters begin as level 1 explorers, and advance by earning experience points (XP). Experience points are earned by slaying/defeating opponents (usually earning between 1-5 XP), obtaining treasures and riches, or succeeding checks in spectacular and heroic ways (usually earning 1 XP). Experience points are lost upon advancement and must be gained anew. As characters gain levels, their powers and strengths improve.

Level 2: Adventurer (50 XP)

Experience has honed a capable adventurer. Gain a class ability, skill, and a new weapon proficiency or two spells (if applicable); add +1 to any attribute. Additionally, gain two power points or three magic points.

Level 3: Hero (100 XP)

Victory has shaped a prosperous hero. Gain a class ability, two hit points or one toughness, and one spell (if applicable); add +1 to any attribute. Additionally, gain two power points or three magic points.

Level 4: Champion (200 XP)

Immeasurable odds have forged a true champion. Gain a class ability, skill, and one spell (if applicable). Additionally, gain the *champion's resolve* ability (roll again any time the result is 1).

Level 5: Legend (500 XP)

Dangers inconceivable have affirmed an everlasting legend. Gain a skill; add +2 to any attribute. Additionally, gain the *legendary presence* ability (the first time an opponent attacks you in combat, force them to make an aspect challenge; if they fail, they suffer -1 to their attack).

Weapons

Some weapons may inflict additional damage, or grant an attack bonus. Common weapons include:

Melee Weapons

Weapon	Effects
Dagger	lightweight (LW).
Flail	MW; +1 damage.
Greatsword	heavyweight (HW); -1 attack, +2 damage.
Polearm	HW; +2 attack.
Shield	MW; -1 attack, +1 toughness.
Short sword	LW.

Ranged Weapons

Weapon	Effects
Blowgun	LW; range: 40 feet.
Bow	MW; range: 100 feet.
Crossbow, Heavy	HW; +1 attack, +2 damage; range: 150 feet.
Hand-axe	LW; range: 40 feet.
Longbow	HW; +1 damage; range: 150 feet.
Short-bow	LW; range: 50 feet.

Armor

When equipped, armor can increase hit points, toughness, or both. Common armor types include:

Armor	Effects
Chainmail	MW; +1 hit point, +1 toughness.
Leather, heavy	MW; +2 hit points.
Leather, light	LW; +1 hit points.
Platemail	HW; +1 hit points, +2 toughness; slow movement speed when equipped.

Spells List

The below lists comprise a basic collection of two types of spells: magical and natural.

Magical Spells

Magical spells are best cast by wizards, use the intellect attribute, and are learned through the long study of ancient tomes and grimoires.

Ball of light – a powerfully luminous orb.

Charm – one non-hostile, intelligent creature is immediately friendly toward you; lasts for 10 x your level minutes. Cost: 1 magic point.

Detect thoughts – hear the active thoughts of a target. Cost: 2 magic points.

Dispel magic – eliminates any magical effect. Cost: 2 magic points.

Dumbstruck – one target suffers a 1d5 penalty to intellect for 1d10 rounds; save versus caster's spell save. Cost: 2 magic points.

Featherfall – affects an object up to 100 x your level pounds. Cost: 1 magic point.

Fireball – inflicts 1d5 + 1 damage; attack roll versus toughness. **Cost: 2** magic points.

Heal – restores 1d5 hit points. Cost: 2 magic points (1 if the caster possesses the *heal* skill).

Mage armor – adds your level as a bonus to toughness for 1d5 + your level rounds. Cost: 2 magic points (3 if cast on a nearby target).

Magic missile – inflicts 1 damage; attack roll versus toughness. Cost: 0 magic points (1 magic point to automatically strike target).

Phantom hand – opens doors, moves objects, attacks opponents (standard melee attack) within your range of sight. Cost: 1 magic point.

Natural Spells

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

Animate plant – one small-to-medium plant (T4; 5 HP) comes alive and follows basic commands. Cost: 2 magic points.

Charm animal – one non-hostile animal regards you with trust; aspect challenge to command it. Cost: 1 magic point.

Cure wounds – restores 1d5 hit points. Cost: 1 magic point (0 if the caster possesses the *heal* skill).

Detect traps – radius of 100 feet. Cost: 1 magic point.

Green-speak – plants within one mile become your eyes and ears; the spell-caster must enter a trance in order to perform this spell. Cost: 2 magic points.

Lightning bolt – inflicts 1 damage; attack roll versus toughness. Cost: 0 magic points (2 to inflict 1d5 + 1 damage).

Oakenhide – target gains 1d5 temporary hit points. Cost: 2 magic points.

Poison touch – inflicts 1d5 damage. Cost: 2 magic points.

Spider's silk – climb any surface for 1d10 x your level minutes. Cost: 2 magic points.

Thorn-lance – large spikes erupt from the earth, inflicting 1d10 damage; may be freely divided between all creatures in the spell's attack radius (10 feet); attack roll versus toughness for each target. Cost: 3 magic points.

Advanced Spells List

These spells are available to advanced spell-casters (level 3 and above).

Advanced Magical Spells

Blood bind – any time an opponent inflicts damage on you, you may bind your blood to theirs; each time you are damaged, they suffer the damage instead; last for the duration of combat. Cost: 2 magic points.

Enchant weapon – touch a weapon to enchant it with a +1 attack and +2 damage bonus for the duration of combat. Cost: 1 magic point.

Invisibility – the target remains invisible for up to your level amount of hours, or until attacking. Cost: 2 magic points.

Magic missile II – inflicts 2 damage; attack roll versus toughness. On a roll of 10, the attack blinds up to five creatures within 10 feet (blinded creatures lose their next combat turn). Cost: 1 magic point.

Raise the dead – reanimate a corpse (T5; 6 HP) that follows basic commands. Cost: 3 magic points.

Ray of death – inflicts 1d10 damage; save versus caster's spell save to reduce damage by half. Cost: 3 magic points.

Reverse gravity – affects a radius of 50 x your level feet within 100 feet of your location; lasts for your level amount of hours. Cost: 2 magic point.

Speak with the dead – speak with one recently deceased corpse; ask your level amount of questions. Cost: 2 magic points.

Vaporous form – you take the form of a small, innocuous strand of fog or mist, during which time you cannot be attacked or injured; lasts for 1d10 x your level minutes. Cost: 2 magic points.

Ward (magical) – target becomes immune to the effects of magical spells for the duration of combat. Cost: 2 magic points.

Advanced Natural Spells

Biting wind – inflicts 1d5 damage on up to 10 creatures within a 50 foot radius; aspect save to reduce damage by half. Cost: 3 magic points.

Burning touch – inflicts 1d5 damage. Cost: 2 magic points.

Lightning bolt II – inflicts 2 damage; attack roll versus toughness. On a roll of 10, the attack inflicts damage on up to five creatures within 10 feet of the target. Cost: 1 magic point.

Reincarnate – restore the soul of a recently deceased creature to a body conjured randomly by this spell; roll 1d10 use the following table to determine its race. Cost: 5 magic points.

Roll of 1-2	Roll of 3-4	Roll of 5-6	Roll of 7-9	Roll of 10
Dwarf	Elf	Halfling	Human	Choose

Shield of thorns – raises a protective dome of thick, thorn-studded vines (T3; 10 HP) that surrounds you and your allies. Cost: 2 magic points.

Speak with animals – speak with one non-hostile animal; ask your level amount of questions. Cost: 1 magic point.

Summon guardian – raises a giant of earth and stone (T6; 10 HP; +2 power) to your aid. Cost: 4 magic points.

Ward (natural) – target becomes immune to the effects of natural spells for the duration of combat. Cost: 2 magic points.

Wild grace – target gains +2 to reflex for 1d5 + your level amount of rounds. Cost: 1 magic point.

Windwalk – you and up to five willing entities walk with the wind and are able to fly in any direction at a rate of 300 feet per turn; lasts for your level amount of minutes. Cost: 3 magic points.

Additional Class Abilities

As characters advance, new class abilities become available.

Druid Additional Class Abilities

Animal companion – after charming or taming an animal, you may bond it to you with natural magic (at the one-time cost of 3 power points). Once per combat encounter (or at the cost of 1 power point), your animal companion can conduct a standard melee attack and cast one spell which you have already cast during that encounter.

Blood magic – any time an opponent is slain in combat, roll 1d10: on a roll of 8 or higher, restore one hit point to yourself or an ally.

Defender of the wilds – permanently gain +1 power.

Feral bite – inflicts 1 damage per round for 1d5 + your level rounds; target may aspect save 5 + your level each round to eliminate the effect. Can only be used in wild growth animal form. Cost: 1 power point.

Lightfoot – you leave almost no trace as you journey; perception check 10 + your level to discern any evidence of your passing.

Healing hands – restore an additional 1 hit point per heal.

Primal intuition – gain a +1 bonus to checks using animal senses like hearing, smell, or sight, or when detecting motives.

Secret script – leave written messages visible only to those you wish to see them.

Tame beasts – tame non-evil animals in groups of up to 5 + your level; aspect challenge (with advantage) to succeed.

Thick hide – permanently gain +1 toughness.

Rogue Additional Class Abilities

Bloody slash – for every successful melee attack you make using a short-bladed weapon, roll 1d10: on a roll of 10, the attack deals double damage.

Charismatic – permanently gain +1 aspect.

Critical strike – any time you roll a 10 in combat, the target becomes dazed and suffers -1 to all rolls for your level amount of rounds.

Disguise – change your appearance (including minor changes to height and weight); perception check 10 + your level to see through your illusion. Cost: 2 power points.

Fanged strike – any time you roll a 10 in melee combat, gain an amount of hit points equal to the damage you inflict on your target.

Fast – you become fast in speed, and may move up to 60 feet per combat round.

Hail of daggers – launch 1d5 + your level daggers at one target; inflicts 1 damage per dagger. Cost: 3 power points.

Petty thief – gain a +2 bonus to all attempts to conceal, steal, or pilfer something.

Rapid regeneration – any time you heal (or are healed), restore double the amount of hit points.

Sudden strike – any time an opponent rolls a 10 against you in melee combat, gain an attack prior to their attack.

Warrior Additional Class Abilities

Brawl – when fighting barehanded or dealing non-lethal damage, gain a +1 attack bonus.

Battle lock – any time an opponent attempts to flee or leave your immediate area during melee combat, immediately gain an attack against it.

Commanding presence – force opponents within 30 feet to target you; gain +2 toughness when facing four or more opponents. Lasts for the duration of combat. Cost: 3 power points.

Disarm – any time you roll a 10 during a melee attack, conduct a power challenge; if you win the challenge, you disarm your opponent (in addition to inflicting damage or any other effects).

Explosive power – inflicts your remaining power points amount of damage to a target; attack roll (with advantage) versus toughness. Cost: remaining power points (2 minimum).

Heroic strength – when conducting any check involving heroic acts or values, gain a +1 bonus (game master's discretion).

One man army – on your combat turn, make a melee attack against multiple opponents within striking range. Cost: 1 power point per target.

Raised by the sword – when facing an opponent also armed with a sword, gain a +1 attack bonus.

Stunning blow – inflicts 2 damage; power save 5 + your level to prevent being knocked unconscious for 1d5 rounds. Cost: 2 power points.

Weapon proficiency – choose a specific weapon type (axe, bow, hammer, sword, etc.); when using that weapon type, gain a +1 damage or attack bonus (choose only one).

Wizard Additional Class Abilities

Apprentice – after charming an intelligent creature (or if the creature is willing), you may bond it to you with arcane magic (at the one-time cost of 4 power points). Once per combat encounter (or at the cost of 1 power point), your apprentice can conduct a melee attack (with advantage) and cast one standard spell that you know.

Enchanted healing – convert any amount of magic points into hit points for yourself or allies.

Imprint – temporarily learn any spell cast during a combat encounter. You must first forfeit a combat round in order to study the spell; the spell is forgotten after the combat encounter.

Magical disruption – spells targeting you or nearby allies suffer a -1 penalty to their attack roll.

Multi-cast – cast natural spells for their cost in magic points.

Power slave – convert all power points to temporary magic points; gain +1 toughness for 1d5 rounds.

Prodigious casting – gain an additional 2 magic points each time you advance a level (including this one).

Re-spell – if you cast a spell last combat round, you may cast it again for half its cost (rounded down) in magic points.

Resist magic – any time you are the target of a magical spell attack, conduct an intellect challenge against the attacker; if you succeed, the attack is blocked.

Swift – permanently gain +1 reflex.

III. For Game Masters

The game master operates the world in which adventures unfold. They know the setting, portray non-player characters (NPCs), control environmental events, and more. The players interact with and influence these elements through their player characters (PCs). The best game masters think on their feet and adapt quickly to these often unpredictable influences. For a comprehensive overview of essential game mastering skills, see the [Principia Apocrypha](#).

Running an Adventure

To better enable game masters to be adaptable and flexible, there are several additional, optional rules for running an adventure with Tiny d10.

Time

Tracking the passage of time provides structure to things like combat turns, restoring hit points, regenerating magic and power points, exploring dungeons, traveling through wilderness, and consuming food or rations (a character must eat at least one meal per day or else suffer a penalty imposed by the GM).

Time in the Dungeon

Time spent exploring and moving through dungeons is measured in turns, similar to combat. One turn represents about 10 minutes, during which time several actions can occur:

- The game master may check for wandering monsters (1-in-5 chance);
- Characters may perform a perception check to search for monsters, traps, treasures, or supplies;
- Characters may move up to ten times their movement speed.

Time in the Wilderness

Time spent exploring and traveling across wilderness is measured in hours, typically in increments of four. During this time, several actions can occur:

- The game master may check for wandering monsters (1-in-5 chance);
- Characters may perform a perception check to search for monsters, foraged food (1-in-5 chance), and hunted food (1-in-10 chance) without being slowed down. If characters devoted the entire day to foraging or hunting, they automatically succeed in finding foraged food enough for 1d10 characters, and increase their chances of finding hunted food (1-in-5) enough for 1d10 characters.
- Characters may move at a rate of two miles per hour (though may move more quickly at a penalty imposed by the GM).

Exploration

A significant amount of time is spent on exploration, which is typically split between dungeons, urban/rural environs, and wilderness areas.

Exploring a Dungeon

When exploring a dungeon, at least one character should maintain a map of the party's course, to prevent their becoming lost.

Exploring the Wilderness

When exploring the wilderness, parties traversing the untamed wilds are at risk of losing their direction. Depending on the difficulty of navigating the terrain, there is between a 1-in-10 and 1-in-2 chance of the party losing their direction, and unwittingly pursuing the wrong course. At the beginning of each day the party spends exploring the wilderness, the GM should roll 1d10 to determine if the party loses its direction. If a character possesses the know nature skill, their +1 bonus may be added to the result.

Wandering Monsters

In many of these locations - particularly dungeons and wilderness areas - there is a high likelihood of encountering wandering monsters. These creatures, when uninterrupted, pursue their own interests: hunting, sleeping, foraging, and more. However, there are times when adventurers will encounter them; when this occurs, roll 1d10 and use the following table to determine their demeanor:

Roll	Reaction
1-3	Hostile and aggressive, attacks without hesitation
4-5	Hostile, may attack
6-7	Neutral, hesitant
8-9	Neutral, disinterested
10	Friendly, helpful

Monster Morale

During combat, an opponent's morale may be affected by two events: the first time its ally is slain, and when more than half of its allies have been slain. Any time one of these two events occur, the GM should roll 1d10: if the result is 2 or below, the opponents' morale falters, and they will begin to flee. It is up to the GM to determine how the opponents flee - whether they drop their weapons and run, retreat while fighting, or otherwise.

Crawling the Dungeon

To provide game masters a framework for enabling characters to interact with dungeons and their various features, the following section constitutes optional, mechanical rules for "dungeon crawling".

Doors

Inside a dungeon, doors present a tactical challenge. They may be locked, necessitating lock-picking tools; they may be enchanted, requiring the *dispel magic* spell to open; they may be trapped, triggering a deadly attack when opened; they may be old and hung on a rusted hinge, the noise of which may alert enemies to the party's location.

Locks

A locked door can be opened with a key or picked with lock-picking tools, which requires a successful reflex check against the lock's toughness. Additionally, locked or stuck doors can be broken down or forced opened with a successful power check against the door's toughness. This tactic should be used with great caution, however, as applying force can be loud, and risks alerting nearby enemies. Any time a door is broken down, a wandering monster check should be made.

Traps

All traps possess at least three components: toughness to detect, toughness to disarm, and toughness to save against.

Trap	Effect
Falling rock (T6)	Rocks and boulders fall from the ceiling; reflex save 5 or suffer 2-3 damage.
Hidden pit (T7)	Spiked pit; reflex save 6 or suffer 1d5 damage; pit is 10 feet across.
Poison gas (T6)	Aspect save 5 or suffer 3 damage; affects area of 5 feet.

To detect a trap, a character must be actively searching their immediate area using a perception check. To disarm a trap, a character must possess 1) a thief's kit, 2) the *disarm trap* skill, and 3) succeed a reflex check against the trap's toughness. Disarming magical traps, like unlocking magical locks, requires the *dispel magic* spell.

This concludes the Tiny d10: Fantasy Core Rules. This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 United States License](#).

