

# TINY D10: FANTASY CORE RULES

## Section I: Character Creation

Use the following steps to create a character, selecting their race, class, and other relevant traits.

### Races

**Step 1:** Select a race. *A character's race provides a number of racial advantages, as well as shaping his or her attitudes and perceptions.*

**Dwarves** are short, strong, and hardy, residing in mountains and caves, and living for 150+ years. They gain double experience points against large opponents; +1 to craft; -1 to magical attacks against the dwarf; and +1 hit point per level.

**Elves** are tall, athletic, and wise, dwelling 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, & 5.

**Halflings** are short, swift, and jovial, hailing from hidden glens and shires, and living for 100+ years. They gain +1 to hide; +1 to sneak; -1 to ranged attacks against the halfling; +1 power point per level.

**Humans** are tall, bold, and cunning, hailing from all corners of the globe, and living for 80+ years. They gain +1 damage to natural creatures; +1 to persuade; +1 to any skill; +1 aspect at levels 1, 3, & 5.

### Classes

**Step 2:** Select a class. *A character's class provides a number of class-specific abilities, as well as skill-based competencies.*

**Clerics** are mighty battle priests, possessing divine magic and powerful healing abilities. They have a toughness of 6 (T6); use medium-weight weapons & below (no bladed weapons); use medium-weight armor & below; and gain +1 magic point and +2 power points. Clerics begin with three class abilities:

*Spell-casting (divine)* – start with 2 spells and cast divine spells for their cost in magic points; may not use any other type of spells.

*Words of healing* – a short invocation that grants +2 hit points to all allies within earshot. Cost: 1 power point.

*Words of strength* – a short invocation that grants +2 power to allies within earshot; lasts for 1d5 combat rounds. Cost: 2 power points.

**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:

*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.

**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:

*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.

**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:

*Spell-casting (magical)* – start with 4 spells and cast magical spells for their cost in magic points; other spell types cost double (may not cast divine spells).

*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. *Divide 3 points between the following attributes.* Alternatively, players may roll their attribute bonuses, rolling 1d10 for each attribute: On a roll of 1-6, the bonus is 0; on a roll of 7-10, the bonus is 1.

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

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

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

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

## Hit Points & Power Points

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

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

**Power points (PP)** are 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 cleric or wizard). *Roll 1d10: On a roll of 1-5, magic point total is 4; on a roll of 6-9, magic point total is 5; on a roll of 10, magic point total is 6.*

**Magic points (MP)** are spent when casting spells.

## Wealth

**Step 6:** Generate wealth. *Roll 1d10 for gold, silver, and copper pieces, multiplying each result by 10.*

To understand currency values, consider gold pieces (gp), silver pieces (sp), and copper pieces (cp) equivalent to your native currency denominations.

## Section II: Game Rules

Once your character is complete, it is time to play Tiny d10. Much of this time will be spent role-playing, and will rely on your wit and quick thinking.

However, there will be times when rolls are unavoidable. Any attempt to do something that necessitates skill to succeed, or that could result in failure, 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. There are two types of checks:

**Action check** is 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** is 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 (T)**, consider the following:

### Toughness    Difficulty level

T2-5                      *Simple toughness* – climbing a wall with large handholds, or pulling an ally up from a ledge.

T6-9                      *Moderate toughness* – fighting a strong current, or surprising unaware opponents.

T10-11                      *Difficult toughness* – sneaking into a well-guarded court, or picking an expertly-crafted lock.

T12-13                      *Extreme toughness* – controlling a ship during a gale, or scaling a castle's smooth stone wall.

T14-15                      *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) 1 combat round consists of all combatants' turns; each turn represents roughly 5 seconds.
- 2) Only 1 attack/ability/spell per turn.
- 3) Only 1 move sequence per turn (includes standing up if knocked prone).
- 4) Less significant actions, like talking, may be done freely.
- 5) Damage inflicted is 1, unless otherwise specified.
- 6) Ranged and small weapon attacks use reflex; magical spells use intellect; divine 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	Moderate	Fast
20-40 ft.	40-60 ft.	60-80+ 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 inflict damage on a monster, a player must make an attack roll that is equal to or higher than the monster's toughness.

The challenge a monster presents to characters is based on the monster's toughness, hit points, damage bonuses, and more. To determine a monster's toughness, consider the following table:

### Toughness    Difficulty level

T2-5    *Simple toughness* – 2-5 HP; sometimes have attribute bonuses, abilities, or skills.

T6-9    *Moderate toughness* – 6-12 HP; sometimes have attribute bonuses, abilities or spells, and skills.

T10-11    *Difficult toughness* – 10-20 HP; often have attribute bonuses, abilities and/or spells, and skills.

T12-13    *Extreme toughness* – 15-30 HP; often have attribute bonuses, abilities and/or spells, and skills.

T14-15    *Impossible toughness* – 20-30+ HP; always have attribute bonuses, abilities and/or spells, and skills.

## Healing

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

Standard healing restores 1 hit point, magic point, and power point per successful T6 intellect check (if the character possesses the *heal* skill, healing is an automatic success). Magical healing generally does not restore magic and power points.

During combat, an attack action must be forfeit to heal. Out of combat, characters may make 1 heal check per every 1 in-game hour, or spend an entire day resting to restore 1d10 hit points, magic points, and power 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.

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

The *detect* and *know* skills are specific, and only one may be chosen per skill slot (e.g. *detect magic* or *know religion*).

## 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 an automatic success. Note that some spells, or certain conditions, may impose a casting toughness on the spell-caster, which works as a standard toughness check.

## Gaining New Spells

A magic-user may forget old spells and learn new ones under the appropriate circumstances; however, they may not learn more spells than the total number of spells they have attained at their level.

## 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.

## 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, grant an attack bonus, or possess other unique effects. There are three classes of weapons: lightweight (LW), mediumweight (MW), and heavyweight (HW). Common weapons include:

### Melee Weapons

<u>Weapon</u>	<u>Details</u>
Dagger	LW.
Flail	MW; +1 damage.
Greatsword	HW; +1 attack, +1 damage.
Polearm	HW; +2 attack.
Shield	MW; +1 attack, +1 toughness.
Shortsword	LW.

### Ranged Weapons

<u>Weapon</u>	<u>Details</u>
Blowgun	LW; range 40 ft.
Bow	MW; range 100 ft.
Crossbow, heavy	MW; +1 damage; range 150 ft.
Hand-axe	LW; range 30 ft.
Longbow	MW; range 200 ft.
Shortbow	LW; range 50 ft.

## Armor

When equipped, armor can increase hit points and/or toughness, or confer other unique effects. Common armor types include:

<u>Armor</u>	<u>Details</u>
Chainmail	MW; +1 hit point, +1 toughness.
Leather, heavy	MW; +2 hit points.
Leather, light	LW; +1 hit points.
Mithril	LW; +2 hit points, +2 toughness.
Platemail	HW; +3 hit points, +1 toughness; slow movement speed when equipped.

## Spells List

The below lists comprise a basic collection of two types of spells: divine and magical. Other spell types, such as dark and natural, are supplementary, and not included in this rule book.

### Divine Spells

Divine spells are cast solely by clerics, use the aspect attribute, and are gained through devotion to God and the receipt of his grace.

*Burning touch* – inflicts 1d5 damage on evil, undead, or otherwise unholy entities. Cost: 2 magic points.

*Clearsight* – the target of this spell sees clearly into the world around them, revealing all hidden things (invisible entities, hidden objects, traps, etc.); lasts for your level amount of hours. Cost: 2 magic points.

*Consecrate* – designates an area (radius of your level x 10 feet) as holy. Evil, undead, and otherwise unholy entities are unable to enter it; those entities already within it suffer 1 damage per round, as well as a -1 attack and -1 toughness penalty. Cost: 2 magic points.

*Deathwatch* – reveals how close to death all entities within 50 feet are. Cost: 1 magic point.

*Divine medicine* – restores 1d5 + 1 hit points, magic points, and power points. Cost: 1 magic points (0 if the caster possesses the *heal* skill).

*Fear of God* – inflicts a -1 toughness and -2 attack penalty for 1d5 rounds. Cost: 2 magic points.

*Holy shield* – grants a +2 toughness bonus to yourself and any allies within 10 feet for 1d5 + your level combat rounds. Cost: 3 magic points.

*Spectral strike* – conjures a spectral weapon with which to strike your opponent; inflicts 2 damage; attack roll versus toughness (+1 attack bonus); range 50 ft. Cost: 1 magic point.

*To Serpents* – transforms any weapon into a mass of writhing serpents for 1d5 combat rounds. If the target retains control of the serpents for more than one combat round, they must save versus the caster's spell save or be bitten (1 damage, -1 to attack for 1d5 rounds). Cost: 2 magic points.

*Turn undead* – all undead entities within 50 feet must flee your presence for 1d5 rounds; during the first round of this spell, all undead must succeed a standard save or suffer 1 damage. Cost: 3 magic points.

## 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.

*Animate statue (medium)* – the statue (T4, 1d10 + your level HP) will follow basic commands. Cost: 3 MP.

*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.

*Create magic item* – imbue a small item with the power of any spell you know; requires 1d10 - your level hours to create the item. Cost: 3 magic points.

*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; range 50 ft. Cost: 2 magic points.

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

*Imprint spell* - you may temporarily learn one of any spell cast during the active combat encounter and cast it at cost.

*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; range 100 ft. Cost: 0 magic points (1 magic point to automatically strike target).

*Permanence* – cause any spell that affects a target to become permanent. Cost: 5 magic points.

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

## Advanced Spells List

Spells for casters level 3 and above.

### Advanced Divine Spells

*Burning touch II* – inflicts 1d5 + your level damage on evil, undead, or otherwise unholy entities; if this attack slays the target, it rises again, under your control for your level amount of hours. Cost: 3 magic points.

*Cataclysm* – summons deadly, cataclysmic conditions; affects all entities within 100 feet of target. Cost: 4 magic points. Causes one of the following effects, which lasts for 1d5 rounds:

<u>Cataclysm</u>	<u>Effect</u>
<i>Earthquake</i>	-1 attack, -1 toughness.
<i>Firestorm</i>	1 damage per combat round.
<i>Flooding</i>	Cancels all ranged attacks.

Additionally, entities within the affected range must succeed a standard save each combat round or suffer 1 damage.

*Healing ray* – restores 1d10 hit points to one target within 100 feet of you. Cost: 2 magic points (1 if the caster possesses the *heal* skill).

*Healing wave* – restores 1d5 hit points to your level amount of targets. Cost: 2 magic points (1 if the caster possesses the *heal* skill).

*Heavenly light* – inflicts 1d10 damage, blinds any creature within a 10-foot radius of the target for 1d5 rounds (-2 attack penalty); save versus caster's spell save to reduce damage by half. Cost: 3 magic points.

*Holy binds* – All evil, undead, or otherwise unholy creatures in a 50-foot radius are bound in place for one combat round. Cost: 2 magic points.

*Inflict wounds* – inflicts 1 damage per magic point spent. Cost: 1 magic point.

*Protective spirit* – cancel any one successful action (ability, attack, spell, etc.). Cost: 3 magic point.

*Resurrection* – restore to life any recently deceased entity, healing all wounds, diseases, or other conditions affecting its body at the time of its death. Cost: 5 magic points.

*Ward (divine)* – target becomes immune to the effects of any spell cast by an evil, undead, or otherwise unholy entity for the duration of combat. Cost: 2 magic points.

## Advanced Magical Spells

*Animate statue (large)* – the statue (T7, 1d10 + your level HP) will follow basic commands. Cost: 4 MP.

*Blood bind* – each time you are hit, an opponent that has previously hit you suffers the damage instead; lasts 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.

*Fireball II* – inflicts 1d5 damage on up to five creatures within 10 feet of the target; attack roll versus toughness; range 50 ft. Cost: 2 magic points.

*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 for one round (-2 attack penalty). Cost: 1 magic point.

*Mark of death* – when the target is slain, they will be raised as a zombie under the caster's control; range 50 ft. Cost: 3 magic points.

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

*Ray of death* – inflicts 1d10 damage; range 50 ft; 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. Cost: 2 magic points.

*Spectral sword* – composed of white light; inflicts 2 damage; range 50 ft; save versus caster's spell save to reduce damage by half. Cost: 1 magic point.

*Teleport* – range 200 ft. Cost: 2 magic points.

*Vaporous form* – take the form of a small, innocuous strand of fog or mist; 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.

## Additional Class Abilities

As characters advance, new class abilities become available.

### Cleric Additional Class Abilities

*Bless weapon* – a weapon is imbued with radiant energy, dealing an additional 1 damage, and 1d5 damage to evil, undead, or otherwise unholy entities; lasts for duration of combat encounter. Cost: 3 power points.

*Call on the Mighty* – your body is imbued with heavenly light: for your level amount of combat rounds, suffer no damage, gain a +2 attack bonus, and inflict +1 damage. Cost: 4 power points.

*Call to battle* – all allies roll 1d10: on a roll of 6 or higher, they gain an additional attack on their next combat turn. Cost: 2 power points.

*Counterattack* – any time an opponent rolls a 1 against you in melee combat, you knock them prone.

*Divine purpose* – permanently gain +1 to all saving throws.

*Favored weapon* – on an attack roll of 10 using your favored weapon, inflict 1d5 damage.

*Healing sacrifice* – fully heal all allies within 50 feet; you are reduced to half of your current hit points. Cost: 3 power points.

*Hosts of Heaven* – summon angelic warriors your aid, inflicting 1d5 damage to up to your level amount of opponents. Cost: 5 power points.

*Martyr* – gain +2 toughness when reduced to 1 hit point.

*Radiant strike* – on a melee attack roll of 10, a burst of light blinds your target for one combat round (-2 attack penalty).

*Righteous anger* – permanently gain +1 power.

*Smite* – inflicts 1d10 damage on an evil, undead, or otherwise unholy entity. Cost: 4 power points.

*Thunderous blow* – gain a +2 attack bonus to one melee attack, and inflict double damage if successful; additionally, roll 1d10: on a roll of 6 or higher, the target is knocked prone. Cost: 2 power points.

*Walk on water* – lasts your level amount of hours. Cost 1 power point.

*Wrath* – permanently inflict +1 damage against all evil, undead, or otherwise unholy entities.

## 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.

*Cat's fall* – reduce all fall damage by half, rounded down.

*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* – 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.

*Hasty retreat* – forgo your attack action to move up to triple your maximum speed.

*Paralyzing strike* – any time you roll a 10 in melee combat, the target is paralyzed for your level amount of rounds; power save to reduce paralysis to one round.

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

*Prying eye* – discover and exploit weaknesses, reducing a target's (check or monster) toughness by 2 for one attempt, or one combat round. Cost: 2 power points.

*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.

*Tactical retreat* – after a successful melee attack, and if you have not moved during this combat round, retreat just outside of your opponent's movement range. Cost: 1 power point.

## Warrior Additional Class Abilities

*Brawl* – when fighting barehanded or dealing non-lethal damage, gain a +2 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.

*By will alone* – resist the effects (but not the damage) of any spell. Cost: 2 power points.

*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.

*Deathless* – when reduced to 1 HP, if an opponent successfully strikes you, it must succeed a power challenge (you gain a +1 bonus in this challenge) to actually inflict damage.

*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 damage equal to your remaining power points to a target (upon a successful attack). Cost: all 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.

*Overpower* – reroll a failed power challenge. Cost: 1 power point.

*Pummel* – any time you roll a 10 in melee combat (or at the cost of 1 power point), you knock your opponent prone.

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

*Stunning blow* – inflicts 2 damage; target must 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

*Appraise* – determine any item’s worth with reliable accuracy.

*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.

*Arcane wisdom* – gain a +1 bonus when casting any spell.

*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.

*Magical intrusion* – doors unlock before you, and relock after your passing; must possess the *pick lock* skill.

*Multi-cast* – cast other spell types for their cost in magic points.

*Polyglot* – learn a new tongue solely by hearing it spoken; know 2 x your level languages.

*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.

*Wizard of war* – permanently gain +1 hit point, +1 power point, and +1 toughness.

## 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.

### 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:

- 1) The game master may check for wandering monsters (1-in-5 chance);
- 2) Characters may perform a perception check to search for monsters, traps, treasures, or supplies;
- 3) 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:

- 1) The game master may check for wandering monsters (1-in-5 chance);
- 2) 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.
- 3) 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:

<u>Roll</u>	<u>Reaction</u>
1-3	Hostile and aggressive, will attack
4-5	Hostile, may attack
6-7	Neutral, hesitant
8-9	Neutral, disinterested
10	Friendly; possibly 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 hidden, requiring a successful perception check to discover; they may be old and hung on a rusted hinge, the noise from which risks alerting wandering monsters 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 open 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 (these values are often identical).

<u>Trap</u>	<u>Details</u>
Falling rock	T6; rocks and boulders fall from the ceiling; inflicts 2-3 damage.
Hidden pit	T7; spiked pit 10 ft. wide; inflicts 1d5 damage.
Poison gas	T6; affects a radius of 5 feet; inflicts 1-2 damage.

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.