

SWORD

&

SIGIL

Book One: Character Building

A d20 based tabletop role playing adventure game.

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This is a Test and Review copy.

I'm interested in all opinions. First impressions, formatting problems, character creation, game play, anything you do or do not like would be very helpful in completing the game.

**The formatting is designed for printing at digest size.
(Height 8 ½ Width 5 ½)**

Hello and thank you for taking the time to read Sword & Sigil!

Many aspects of roleplaying games are not realistic. Things like rounds, hit points, and defensive values don't reflect how the real-world works. They are game concessions used to keep the game organized, moving, and fair for everyone playing. The goal of these rules is not to be realistic but to be reality adjacent and to provide a framework for interaction, storytelling, adventure, and dramatic action.

This is your game now. Let your creativity guide you. Make changes. Write in the margins. Cross out things you don't like and add things you like better. Be unafraid of making mistakes. But, most important of all, have fun.

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“Grudge” the Human Warrior

OVERVIEW

Sword & Sigil is a table-top fantasy role playing game of Warriors, Wizards and Adventurers. Game play is both cinematic and tactical. The mechanics are streamlined to give a Game Master the control necessary to evolve rewarding campaigns efficiently while simultaneously giving players the opportunity to create compelling and unique characters.

Everyday People

Most people don't go on adventures. They're too busy raising families and doing all the thankless, back breaking work needed to make society function.

They tend farms, weave cloth, cobble boots, and smith nails. They make all the things Heroes need so they can go on adventures. They also provide all the services, so adventurers have a place to come home to. Some may fight, but they aren't Warriors. Some may cast spells, but they aren't Wizards.

Heroes

Player characters are the Heroes of the game and the adventures they have are about trying to make the world a better place.

Characters will look familiar to anyone who has played a d20 game. They are built using Abilities, Heritage, Profession, Skills, Talents, and a resource called Effort to fuel their great deeds.

The world needs Heroes to handle the problems that only Heroes can handle.

Design

The idea was to create a simpler, faster game that uses the best of both old and new ideas for tabletop role playing games.

- Spells are available at any Level, grow with you, and don't step on the Talents associated with Heritage and Profession.
- Talents are not level restricted and are useful at any level.
- Each Heritage has unique benefits, ensuring the choice of Heritage matters.
- Professions have unique advantages that can't be replicated, this protects the value of selecting a particular Profession.

AGILITY	FITNESS	INSTINCT	REASON		HIT POINTS	HIT DICE
				RECORD		
LEVEL	BONUS	EFFECT	EFFICIENCY			
NAME		HERITAGE		PROFESSION		
COMBAT SKILLS		TALENTS		EQUIPMENT		
FIGHTING				0		
SHOOTING				1		
MYSTICISM				2		
NON COMBAT SKILLS				3		
ATHLETICS				4		
KNOWLEDGE				5		
MEDICINE				6		
PERCEPTION				7		
STEALTH				8		
SURVIVAL				9		
TINKER				10		

CHARACTER CREATION

This section is designed to help explain the character creation. Here is a template to encourage you:

Character creation may be broken into 10 quick steps. Of which, the last step is probably the most time consuming. It is possible to let the Talent selection become a “time sink” but, if you think about what you want the character to be, and then search for a Talent that matches, it will be faster. Use the character sheet as a guide.

1. Choose a heritage and a profession. This is a great place to begin visualizing your character...and most other decisions will rest on these.
2. Place 3 points in any combination in Agility, Fitness, Reason, Instinct. How you distribute the points supports how you want your character to function. Players may assign a -1 to gain an additional +1.
3. Fill in Level and Level Bonus.
4. Select Skills by marking in the **T** (Trained) beside the skill. These choices demonstrate a character’s normal abilities in the world. Indicate Profession Affinity by coloring in the +2 triangle.
5. Choose Talents. These choices are the character’s exceptional abilities that set them apart. For Wizards, choose a spell for each Magical Discovery.
6. Determine the character’s starting Equipment and write it on one line. Then, mark a box for each additional slot the gear takes up. Example: Mail Armour with Encumbrance of 4 could be written on line 1 and then lines 2 through 4 would be marked off to account for the Encumbrance.
7. Do the math for HD and HP.
8. Determine Defense and Effort with any modifiers from Talents and Equipment.
9. Do the math for Fight and Shoot (and Mysticism if relevant). Then, do the math for each other skill.
10. Now that you’ve had time with the character, give them a name and draw a picture of them.

What follows are examples of character creation.

Character Creation: Human Warrior

“**Grudge** is a female Warrior who makes her home in the wilds. She uses her **Survival** skill to travel between clans in her region to provide healing with her **Medicine** skill. She wears **chain armour** and carries a **great axe**, but she always has a **dagger** hidden. Her clan calls her a **Slayer** because her ferocity in battle leaves only her standing as she is extremely **Tough**.”

1. Choose a Human Warrior. Humans get the Versatility Talent (this just means you get a free Talent of your choosing). Being a Warrior grants the Bulwark Talent (this lets you take the Tough Talent multiple times).
2. To support a vision of a “sleek” Warrior, Agility +2 and Fitness +1. The impact of the decision will be explained in steps 7 through 9.
3. Enter 1 for Level. Enter +1 for Level Bonus. For the Fighting and Shooting Skills, darken the triangles marked +2.
4. Being a Warrior provides Fighting and Shooting Skills for free and two more: Medicine and Survival. Darken the triangle marked T beside each of these four skills.
5. Choose two Talents (one provided by the Profession and one for Versatility): Slayer and Tough.
6. Gear carried:
 - 0: Clothes
 - 1-4: Mail Armour
 - 5-6: Great axe
 - 7: Dagger
 - 8-10: Backpack (Rope, Food, Bandages & Poultices)
7. Hit Dice (HD) are used to determine how many Hit Points (HP) you have: $1 + \text{Fitness} + \text{Level} (+1 \text{ for Tough})$ is: $1+1+1+1=4\text{HD}$. There are $4\text{HP}/\text{HD}$ which would be $4*4 = 16\text{HP}$
8. Mail Armour and +2 Agility would be Defense 16. Effort is 3.
9. Fight and Shoot: $\text{Level Bonus} + \text{Warrior Profession Bonus} + \text{Agility}$: $1+2+2=5$. There is no Mysticism Bonus.
10. Name: Grudge.

Character Creation: Elf Wizard

“**Oetiker** is a male elf Wizard who wants to heal and help others. He travels from town to town as part of any guarded caravan who’ll have him and his skills. He uses his **Medicine** skill and **Cure** magic to help...or as currency to get out of a sticky situation. He never spends a moment away from his Potbelly Pig “Ogre” (**Familiar Bond**). He’ll use **Sleep** if things get tough. If things get scary, or his **Corruption Sense** warns him, he’ll use **Word of Return** to go home.”

1. Choose an Elf Wizard. Elves get Reflexes (Advantage on Agility based Danger Checks) and Corruption Sense (an awareness that something is wrong in the presence of the unnatural). Being a Wizard grants: Arcana, Sense Magic, Create Sigil, Concentration, Magical Discovery (this is a spell that I will choose later).
2. To support a vision of an incredibly bright Wizard, I make Reason +3.
3. Enter 1 for Level. Enter +1 for Level Bonus. For Mysticism Skill, darken the triangle marked +2.
4. Being a Wizard provides Mysticism for free and choose two more: Perception and Medicine. Darken the triangle marked T beside each of these three skills.
5. Arcana lets me choose an additional Magical Discovery (Spell) for each point of Reason. I also have one spell to choose by default. I choose: Magical Discovery (Cure), Magical Discovery (Familiar Bond), Magical Discovery (Sleep), Magical Discovery: (Word of Return)
6. Gear carried:
0: Clothes
1-3: Backpack (Food, Medicine Supplies)
4: Dagger
7. Hit Dice (HD) are used to determine how many Hit Points (HP) you have: $1 + \text{Fitness} + \text{Level}$ is: $1+0+1=2\text{HD}$. There are $4\text{HP}/\text{HD}$ which would be $2*4 = 8\text{HP}$
8. No armour and no Agility bonus would be Defense 10. Effort is 3.
9. Mysticism: Level Bonus + Wizard Profession Bonus + Reason: $1+2+3=6$. Fight and Shoot are -5 because the character is not skilled in either.
10. Name: Oetiker

Character Creation: Dwarf Adventurer

“**Anatha Varüün** is a male dwarven Adventurer who prefers stone over his head instead of sky. He’s on a personal quest to take back his forefather’s great underground city. He can use **Stealth** even moving full speed (**Scout**). He uses his **Tinker** skill brilliantly quick (**Burglar**). He wears **leather armour** and fights with a short sword and dagger when pressed, but if he has time to setup an ambush, he will shoot and move, then repeat.”

1. Choose a Dwarf Adventurer. Dwarves get Sturdy (Advantage on Fitness based Danger Checks) and Stone Sense (Reason bonus X2 around stone). Adventurers are Resilient (+2 on all Danger Checks).
2. To support a vision of a lithe Adventurer, I choose Agility +2, Instinct +1.
3. Enter 1 for Level. Enter +1 for Level Bonus. For Stealth and Tinker, darken the triangle marked +2
4. As an Adventurer I choose Shooting for free and choose 5 more: Stealth, Tinker, Fighting, Perception, and Medicine. Darken the triangle marked T beside each of these six skills.
5. Adventurers choose three Talents: Slayer, Scout, Burglar.
6. Equipment:
 - 0 Clothes
 - 1-2 Leather Armour
 - 3 Short Sword
 - 4 Dagger
 - 5-8 Backpack (Food, Torches, Rope, Bandages & Poultices)
 - 9 Light Crossbow
 - 10 Bolts
7. Hit Dice (HD) are used to determine how many Hit Points (HP) you have: $1 + \text{Fitness} + \text{Level}$ is: $1+0+1=2\text{HD}$. There are $4\text{HP}/\text{HD}$ which would be $2*4 = 8\text{HP}$
8. Leather Armour, +2 Agility, and two-weapon fighting (+1 Defense) would be Defense 15 Effort is 3.
9. Fight and Shoot: Level Bonus + Agility: $1+2=3$. There is no Mysticism Bonus.
10. Name: Anatha Varüün



“Anatha Varüün” the Dwarf Adventurer

HERITAGE

When building your character, first choose the character's Heritage. Each Heritage starts with unique Heritage Talents.

HUMAN Humanity, in all their myriad shapes and colours. Known for their great accomplishments as they are for their great wars, for their great heroism and their great villainy.

Versatility Gain +1 Talent

ELF Created as servitors and protectors by the Ancient Fae, time diminished the binding rituals, allowing the elves to throw off their shackles and become independent. Elves are a bit shorter than humans, appear unnaturally thin, and have long, pointed ears.

Reflexes Gain Advantage on Agility Danger checks

Corruption Sense Gain a twitch of something wrong in the presence of undead, spirits, curses, deep ones, and unnatural people, places, or things.

DWARF Many of the underground places of the world were built by the dwarves and many great architectures were their design. Only five feet tall, dwarves are thick and sturdy with bodies built for back breaking work.

Sturdy Gain Advantage on Fitness Danger checks.

Stone Sense Gain Instinct x2 on perception skill checks to know direction underground (unless concealed by mystical means) and detect unusual construction (i.e., secret doors, dangerous ceilings, traps, etc.).

LANGUAGES

Characters are assumed to know their common language +Reason number of other languages. If a character has Reason -1, they can speak only their common language and do not know how to read or write.

PROFESSION

After choosing a Heritage, choose a profession that has the aspects you'd like to use to overcome challenges.

WARRIOR Wizards squint at their books and Adventurers get into trouble while Warriors, clad in steel with blade in hand, solve the world's problems.

Effort: Spend effort to reroll checks with Fighting and Shooting.

Affinity: +2 with Fighting and Shooting

Skills: Fighting, Shooting, and 2 (+ Reason) Skills

Armour: All Armour and Shields

Talents: Bulwark +1 Talent

Bulwark Warriors can take the Tough Talent multiple times.

Weapon Mastery Choose either Fighting or Shooting. Gain a critical on 19 or 20. This Talent may be taken once for each.

WIZARD No matter what others may think, Wizards are still the only ones holding the world together.

Effort: Spend effort to power spells and reroll Mysticism checks.

Affinity: +2 with Mysticism

Skills: Mysticism, and 2 (+ Reason) Skills

Armour: No Armour

Talents: Arcana, Sense Magic, Create Sigil, Concentration, Magical Discovery

Arcana Use Reason bonus to take Spells instead of skills.

Words of Power If you speak loudly and gesture forcefully when casting spells, you draw attention to yourself and gain a critical on 19 or 20 when checking Mysticism to cast spells.

ADVENTURER Adventurers may learn to cast spells but will never use magic as well as a Wizard. They can fight but they will never fight like a Warrior. They shine when it comes to versatility and using non-combat skills.

Effort: Spend effort to reroll checks with non-combat skills.

Affinity: +2 with **two** non-combat skills

Skills: Either Fighting or Shooting, and 5 (+ Reason) Skills

Armour: Light Armour

Talents: 3 Talents

Specialist Choose a non-combat skill. Gain Level bonus x2. This Talent may be taken once per non-combat skill.

Resilient Gain +2 on all Danger checks.

ADVANCEMENT

Advancement will be managed by the Game Master. Here is a suggestion for how it may be handled:

Characters advance by earning experience points (XP):

Gain a Level each time you gain 10 XP

You must be in a safe place to gain a Level

You can't gain more than one Level at a time

Characters may gain 1 XP for things like the following:

Explored some place new

Discovered something meaningful

Pushed on when things were tough

Claimed a great treasure

Defeated a tough enemy

Completed an objective

Played in character

Played as a team

Didn't argue over rules

Was Considerate of Other Players

Spent treasure or time to substantially affect the world around you

At Each New Level Above 1:

Every Level... Gain a new Talent, +1 Effort, and +1 HD.

Each Odd Level... Gain +1 Level Bonus (max +5)

Each Even Level... Gain +1 Ability point (max +8)

SKILLS

The skill list is intentionally focused on what is involved in adventuring. Individual skills are broadly defined and intended to cover a wide range of actions. Skills are normal methods for managing challenges.

Checking a skill: $d20 + \text{modifiers}$ compared to a target number.

For instance, attacking with a sword is handled by checking the Fighting skill against a target number equal to the opponents Defense. If their Defense is 14, your total, after modifiers must be 14 or more to successfully attack them.

- Only call for skill checks when the result would make a difference to the story.
- Skill checks always take, at least, one standard action to perform.
- Skills are either Untrained or Trained.
- Only trained skills gain Level bonus on checks.
- If a character attempts a skill check with an untrained skill, they gain -5 on the check and can not gain Advantage.
- Advanced Skills (Medicine, Mysticism, Survival, Tinker) can not be used untrained.

Athletics Busting in doors, chasing, climbing, jumping, riding, swimming, zero-g movement.

Perception Use of the senses, awareness of surroundings, noticing fine details.

Fighting (Combat) Hand to hand combat with or without weapons.

Shooting (Combat) Ranged combat, including thrown.

Knowledge Academics, research, and a general summation of accumulated knowledge.

Stealth Moving silently, hiding, shadowing, sneaking around, and being quiet.

Medicine (Advanced) Use natural methods to heal wounds, cure sickness, and make poultices.

Survival (Advanced) Find food and water, find or build shelter, avoid wilderness hazards, avoid encounters in the wild places, and tracking.

Mysticism (Advanced/Combat) Use of magic or other mystical powers and knowledge about the same.

Tinker (Advanced) Pick locks, disable small traps and alarms.

TALENTS

Talents are the unique methods that individuals develop to manage challenges. They may be mystic in origin, they may be hereditary, the source of the Talent may be part of the characters backstory. Most Talents can only be taken once, and any character can take any Talent. Talents marked with an asterisk can be taken multiple times.

Accurate No Disadvantage penalty when using ranged attacks at long range or against an enemy engaged in melee.

Affiliation* Group affiliation provides material, mechanical, or specific roleplaying benefits to be determined by the Game Master.

All Friend If you have met someone before, they are happy to see you and interested in your wellbeing, unless proven wrong.

Armiger Armour encumbrance/2. Must have armour or shield use Talents for any armour being used.

Armour Use* Can be taken three times; Leather, Mail, Plate. Must be taken in order, lightest to heaviest. If you don't have the Talent for the armour you're wearing, gain a negative modifier equal to armour bonus to mysticism and all physical actions.

Assassin When you kill an opponent, you force them to die quietly.

Backstab Gain +2d6 melee damage when attacking with surprise

Berserker Gain the ability to fall into a berserker rage. When you rage, gain +1d6 damage and you are immune to mental effect. You can not withdraw from combat and your rage does not end until there are no more enemies to fight. When your rage ends, gain 1 point of Fatigue.

Burglar When using Tinker, your first attempt takes 1 standard action instead of 10 minutes.

Bushcraft In the wild places, you can build nonvaluable but completely functional items from natural resources. With a week of work, you can build a rustic but comfortable space that qualifies as safe for purposes of healing.

Cavalry When mounted, gain +1d6 melee damage.

Cleave Requires the use of both your move and standard actions. If you incapacitate a foe with a melee attack, gain a free melee attack. Movement between targets can not exceed a total of 30'.

Command Spend effort to sacrifice your turn and give an additional turn to an ally.

Companion* Gain a dedicated and capable ally or animal companion of 2 Levels below you, minimum Level 1. This ally is completely loyal unless given a reason not to be.

Concentration Take the concentrate action for maintaining a spell as a free action. Casting a spell requiring concentration still ends any spell you are currently concentrating on.

Create Sigil Some spells require the use of a sigil. Others have expanded capability when using a sigil.

Danger Sense When surprised, roll initiative with Disadvantage instead of losing your turn and gain Level bonus on danger checks versus traps.

Dead Shot Gain +1d6 damage on ranged attacks.

Dual Defense With weapon and shield or two weapons, opponents do not get a gang-up bonus against you.

Fast Reload Once per round, reload a crossbow as a free action.

Ghostwalker When moving through wilderness you do not leave obvious tracks or trail and you are unaffected by natural difficult terrain.

Horseborn When mounted you may spend Effort to redirect all attacks against your mount, to yourself. This does not include area effect attacks and lasts until your next turn. Also, gain +5 on checks to prevent being dismounted.

Hunter Gain +1d6 damage with ranged weapons when attacking with surprise.

Leadership Having leadership provides material, mechanical, or specific roleplaying benefits to be determined by the Game Master.

Linguist Gain 3 languages determined as needed during play and you can communicate basic information or make a deal, regardless of shared language.

Lucky Gain +1 when the Game Master rolls the Die of Fate.

Magical Discovery* Gain 1 spell. Prerequisites: Sense Magic

Martial Master You are never considered unarmed, and your unarmed attacks do 1d6 instead of 1d6/2.

Monster Hunter Keep track of the highest HD creature you helped kill. Spend Effort to gain a bonus to damage equal to creatures HDx2.

Mystical Resistance Gain +2 on danger checks versus mystical effects.

Protector Spend Effort to move within a near range to protect an ally. Place yourself between that ally and an attacker. Attacks directed at that ally are now directed at you. This ability interrupts other actions and can not be used on your turn.

Quick Draw You can draw or sheath a melee weapon as a free action.

Retinue* Gain a host of 5, replenishable, Level 0 trustworthy and dedicated allies. These allies are completely loyal unless given a reason not to be.

Riposte If a melee attack misses you, spend Effort to gain a melee attack against that opponent as an immediate free action.

Rugged The first time you are reduced to zero hp in a combat, gain a point of Fatigue and go to 1 hp instead. (1/day)

Scout Move full speed when using stealth or perception.

Second Wind Spend Effort to regain 1d6 +1 per hit die, as a free action.

Sense Magic With focus and concentration, you can sense magic. You must be still, and you lose your normal vision, seeing only mystical auras. This Talent is required to cast spells.

Prerequisite: Mysticism (Skill)

Shield Mastery Sacrifice your shield to eliminate all damage from one source. Must have Shield Use to take this Talent.

Shield Use Use a shield without penalty. If you use a shield and do not have this Talent, gain -2 to mysticism and all physical actions.

Skilled* Gain an additional skill as trained.

Slayer Gain +1d6 damage with melee weapons.

Sleight of Hand Check Stealth to pick pockets, palm items, or perform other feats of manual dexterity and misdirection.

Slippery Check Athletics to squeeze through bars, escape bonds and slip holds.

Spring Up Once per turn, stand up from prone as a free action.

Taciturn Gain +1 Effort.

Tactician Gain Advantage on initiative for you and your allies.

Teller Of Tales Gain +1 Effort when the Game Master calls for telling tales and you tell yours.

Tough Gain +1 HD.

Tracker You can not become lost by natural means and when tracking, do so while moving full speed.

Wild Speech Check Survival to speak with and command animals. Not magical, you just understand and communicate with animals that well. Domesticated animals automatically like you unless specifically trained or given a reason not to.

ENCUMBERANCE

Movement is adjusted by encumbrance and encumbrance is based on the number of slots used to store gear.

If the character carries gear in slots 0-10, they get a Move Action and a Standard Action. If the character carries additional gear in slots 11-20, they get only a Standard Action each round.

Slot 0

This space is reserved for basic clothing and a small purse. The purse can carry 100 small items:

Purse (49 of 100 small items)

37 sp, 2 gp, lucky rabbits' foot, 3 sheet of parchment, charcoal pencil, chalk, flint & steel, 2 small potion vials

Slot 1-10

These spaces represent the normal carrying capacity of an adventurer.

Slot 11-20

These spaces represent these spaces represent the encumbered capacity of an adventurer.

Rules and Restrictions

- Character speed is 30'.
- 1 slot is roughly equal to 10 pounds in weight or awkwardness and items are classified as either small, normal, or bulky.
- 1 slot can hold 1,000 small items like coins, gems, or jewelry. Ex. Carrying a sack of 1,000 coins takes 1 slot.
- Normal items or items sold as a group take up 1 slot. Ex. Six torches strapped to your backpack take up 1 slot.
- This system is about simplicity. It doesn't matter if there are four torches or one, it still uses a slot until the last torch is gone.
- Clothes go in slot 0. There is no penalty for worn clothing.
- Characters get a purse. It does not take up a slot and is for recording 100 small items carried in pouches or disbursed around the body.

ECONOMY / EQUIPMENT

There are plenty of items on these lists your characters may never buy. The purpose is to provide enough information for a Game Master to make pricing decisions as needed. Part of that is understanding the economy of the world and what treasure is worth. It's important to know a poor farmer needs 1 sp per day to live, a chicken costs 1 sp, and a meal with meat at a tavern, also costs 1 sp. Society works off the silver standard and characters start with 1,000 sp. 1 gold piece (gp) = 10 silver pieces (sp) = 100 copper pieces (cp)

Armour Type	Bonus	Enc.	Cost
Leather	+2	2	200 sp
Mail	+4	4	400 sp
Plate	+6	6	600 sp
Shield	+2	2	100 sp

- Armour bonus adds to Defense.
- Encumbrance slots equal armor bonus.
- Disadvantage swimming in Leather. You can not swim in Mail or Plate.
- Gain penalty to stealth in Mail or Plate equal to armour bonus.

Melee Weapons	Damage	Enc.	Special	Cost
Unarmed	d6/2	-	-	-
Small	d4	1	C, O	20 sp
Light	d6	1	C, O	50 sp
Martial	d8/10	1	V	100 sp
Great	d12	2	2H	150 sp

Unarmed	Punch, kick, head-butt
Small	Dagger, sap
Light	Short sword, hand axe, club
Martial	Long sword, warhammer, battle axe, spear, flail, mace
Great	Great sword, pike, polearm, morning star

Ranged Weapons	Damage	Enc	Range	Cost
Dagger	d4	1	30	20 sp
Hand Axe	d6	1	30	50 sp
Javelin	d6	1	30/90	5 sp
Short Bow	d6	1	30/90	30 sp
Crossbow, Light (R)	d8	1	30/90	150 sp
Long Bow	d8	2	60/180	70 sp
Crossbow, Heavy (R)	d10	2	60/180	300 sp

Special Code Definition	Code
Concealable	C
Offhand Weapon (if using a second weapon, gain +1 defense)	O
Versatile (one hand d8, two hands d10)	V
Requires two hands	2H
Requires 1 standard action to Reload	R
Small - 100/purse or 1,000/slot	s
Cost in silver pieces	sp
Number of items/uses per slot	(#)
Item notes	(...)

Living Standard	SP/Day	Example
Subsistence	1	Beggar, Serf, Poor Farmer
Meager	3	Laborer, Farmer
Adequate	5	Apprentice, Free Farmer
Comfortable	20	Journeyman, Rich Farmer
Prosperous	40	Trade Master, Landed Knight (200 acres)
Affluent	200	Baron, Wealthy Freeman

The daily living expenses for higher nobility can become quite expensive.

Marquis, Count (2k sp), Duke, Prince (10k sp), King, Emperor (30k sp).

Hirelings	Per Day
Porter, Torchbearer, Camp Laborer	3 sp
Armsman, Expert, Guide	10 sp
Mystic, Sage	20 sp

Any expenses are covered by the employer in addition to the daily wage.

Level 0 hirelings will desert when facing dangerous situations unless given a ¼ share of treasure. Level 1, or greater, hirelings work for ½ share of treasure.

Tavern Services	Cost
Meal with Meat	1 sp
Cup of Good Ale or Cheap Wine	2 cp
Drink Your Fill	1 sp
Feast	100 sp
Private Room at an Inn	5 sp
Bunk in a Bunkhouse	1 sp
Stabling an Animal	3 sp
House of Healing (per day)	50 sp

Inexpensive Items		2 sp Each
Chalk (s)	Parchment (s)	
Dice (2) (s)	Pole 10'	
Flint and Steele (s)	Torches (6)	
Iron Spikes (4)	Waterskin (1 gal. for 1 person/day)	

Tools		10 sp Each
Animal Trap, Small	Lock Picks	
Caltrops, Iron (covers 5' square)	Maul, Pickaxe, Shovel	
Crowbar	Rope 50'	
Fishing Pole	Tarp, Oiled, 10x10 (water resistant)	
Grappling Hook	Writing Box (pot of ink, pens, knife)	

Fancy Items		20 sp Each
Bandages and Poultices (5)	Net, Fishing	
Board Game	Protective Charm	
Case w/20 Bolts	Quiver w/20 arrows	
Lantern, Hooded	Rations (20)	
Lantern Oil	Religious Symbol	
Lock	Sand Timer	
Manacles	Ritual Oils and Incense	
Mirror, Small		

Exclusive Items		200 sp Each
Alchemist Fire (1 pint)	Lantern, Bullseye	
Book (100 blank pages)	Mithridate, Vial (anti-toxin)	
Holy Water, Vial		

Containers	Capacity	Cost
Backpack	4 slots	20 sp
Barrell	20 gallons	30 sp
Chest, Small	10 slots	100 sp
Chest, Large	20 slots	200 sp
Pouch or Purse	100 small items	5 sp
Sack, Small	2 slots	2 sp
Sack, Large	6 slots	7 sp
Saddle Bags	4 slots per side	50 sp

(Chests are iron bound with a lock and key)

Clothing	Cost	Clothing	Cost
Sandals	2 sp	Robe	60 sp
Shoes, Gloves, Belt	4 sp	Clothes, Serf	20 sp
Boots, Low	6 sp	Clothes, Craftsman	40 sp
Boots, High	30 sp	Clothes, Rich	200 sp
Cloak	10 sp	Clothes, Noble	1,000 sp
Cloak, Winter Fur	150 sp		

Housing		Cost
Tent, 2 person	(8 slots)	200 sp
Tent, 4 person	(16 slots)	500 sp
Tent, 8 person	(32 slots)	1,000 sp
Hut, piled earth	10'x10'	200 sp
Hut, wood	10'x10'	400 sp
Cottage, wood	20'x20', w/fireplace	1,600 sp
Cottage, stone	20'x20', w/fireplace	3,200 sp
Townhouse, wood	30'x30', 2 floors	6,000 sp
Townhouse, stone	30'x30', 2 floors	12,000 sp
Tower, stone	40'x40' or 20' radius	50k sp/floor

Transportation		Cost
Cart, Small	2 wheels, 1 or 2 animals, 40 slots/animal	250 sp
Cart, Large	2 wheels, 1 or 2 animals, 80 slots/animal	500 sp
Wagon	4 wheels, 2 or 4 animals, 80 slots/animal	2,000 sp
Rowboat, Small		250 sp
Barge		8,000 sp
Galley, Large		400k sp
Galley, Large, War		600k sp
Draft Tack		50 sp
Riding Saddle and Tack		100 sp
War Saddle and Tack	Advantage vs being dismounted	250 sp

Animals	Cost	Animals	Cost
Donkey	80 sp	Dog, Hunting	100 sp
Mule	200 sp	Dog, War	750 sp
Horse, Draft	300 sp	Chicken (3 lb.)	1 sp
Horse, Riding	400 sp	Cow (550 lb.)	100 sp
Horse, War	2,500 sp	Goat or Pig (125 lb.)	30 sp
Ox	400 sp	Sheep (80 lb.)	20 sp



CHARACTER BUILD VERSUS CHARACTER DEVELOPMENT

Character Build is about reconciling the numerical pluses and minuses of the rules and allowing the player to engage with the game.

Character Development is about adding detail and texture to the character allowing the player to engage with the story.

It engages a different part of the brain, helping to cement the character within the fictional reality and supporting the suspension of disbelief that helps everyone get into the story and enjoy the game.

Character Details

Height, Weight, Age, Gender, Eye Color, Skin Color, Hair Color, Clothing style, all of these things matter and help a player to know their character.

Character Drawing

Drawing the character has a psychological effect on the player. Even when the drawing is a simple stick figure. It helps to make the character feel more 'real'.

Why Does Your Character Adventure?

This adventuring company is as close to family as I have and I go where they go. I desire riches (power, fame) in this world.

I'm angry at the world and no one puts you in jail for fighting the bad guys.

I believe good can only flourish where there is the rule of law and I bring order to the wild places.

I seek to test myself and learn the mysteries of the world.

I'm looking for something lost.

It's better to take your chances in the wild places than live under corruption.

I like the challenge of building and maintaining an adventuring company.

I seek to accomplish great deeds for which, I will be remembered.

I'm a collector of fantastic tales.

Only battle makes me feel alive.

The world is broken, and somebody has to figure out why.

Regardless of the risk, I only find happiness in the wild places of the world.

I lost all I love, and I am looking for a worthy death.

Civilization is not so civilized. I'll take the honesty of living by my blade.

When good people do nothing, evil wins.

Character Statement

The character statement represents the overall idea of who and what you want your character to be.

A (descriptor), (descriptor), that (motivation).

Where the first two blanks are descriptors and the third blank, is an action or important belief of the character. The character concept is not immutable. As a character changes through play the character statement should change with them.

Examples:

A taciturn dwarf motivated by the destruction of his clan.

(Strüüik Varüün)

A psionic “blue” goblin guided by his twisted mushroom dreams.

(Urg-Urg the Blue)

A visibly insane witch who preaches end of times and death to gods.

(they call her “Screech”)

Surrounded by ruin, a mother now childless and a widow of war, she seeks vengeance to fill the emptiness and dull the pain.

(Eni Onshalt...in her wake, they simply say “death visited here”)

A traveling scoundrel known for murder and looting.

(M. Hobo)

GAME MECHANICS

Mechanics needed for resolving situations that have an unclear outcome.

Ability Scores

Ability scores are a starting place not a record of maximum potential. Like many facets of a character, abilities grow through play as a representation of your character discovering and developing new heights of which they didn't know they were capable. Characters have four abilities. These abilities are limited to a range of -1 to +3.

- **Agility (AGI)** - Physical agility and manual dexterity. Affects attack and defense.
- **Fitness (FIT)** - Strength, health, endurance. Affects how much damage you do and how much you can take.
- **Instinct (INS)** - Affects perception, will power, and the most basic level of interacting with others.
- **Reason (INT)** - Intellectual ability, understanding, and learning. Effects mysticism and skills.

Time

- Time is measured in seconds, minutes, hours, days, and years.
- A round is 6 seconds.
- Every character takes a turn every round.
- Searching, picking a lock, tending wounds, takes 10 minutes.
- Exploration, travel, research, and complex or extended tasks can be measured in hours, days, or even years.

Dice

- A twenty-sided die (d20) is used for most rolls.
- Various dice (d4, d6, d8, d10, d12) are used for damage.
- High is good, Low is bad.
- Critical: Rolling a 20 on the die always succeeds.
- Botch: Rolling a 1 on the die always fails.
- Always round down.
- When doubling more than once it becomes an additional multiple.

Effort

The ability to gain and spend Effort is the biggest difference between what heroes and villains can accomplish, versus what every day people can accomplish. Effort is a character's most valuable resource.

- **Gaining Effort** - Gain 2 +1 per Level. Effort is replenished at dawn of each day.
- **Spending Effort** - Spending Effort allows the player to reroll all dice (according to their Profession) and keep either the first result or the rerolled result. Various Talents allow for spending Effort and you can only spend Effort if you have a Talent that allows it.

Fatigue

Fatigue represents a variety of effects on the character. From cold to hunger or the touch of a ghoul.

- For every point of Fatigue, the character accrues, they gain -1 to all checks.
- If a character accrues more than 10 points of Fatigue, they fall unconscious and will die in $1d6 + \text{Fitness}$ minutes.

The Die of Fate

Sometimes questions come up and the Game Master doesn't have a predetermined answer or there is no rule that covers it. That's okay and it's to be expected, as no game has a rule to cover every possible question or scenario.

In this situation, the Game Master can choose to let the dice decide and use the Die of Fate to help them make a ruling. The Game Master will roll 1d6 - High is good, Low is bad.

Target Number

The Game Master determines the difficulty of a situation. This difficulty is represented as a Target Number. This number typically falls between 10 and 20. The higher the number the more difficult a task.

Skill Checks

- Don't call for a skill check unless it makes a difference to the story.
- When needed, most actions are handled with a skill check.
- Roll 1d20 + modifiers from ability, skill, or the situation.
- If the total meets or exceeds the Target Number, the action succeeds.

Opposed Checks

- Opposing sides each make an appropriate roll.
- Compare totals, highest total wins.
- A tied result goes to the aggressor.

Danger Checks

Danger checks are not usually based on a character initiating an action but by some outside stimulus acting against them. The mechanics and the effects are the same, but the roll does not, usually, require an action from the characters.

- $d20 + \text{ability}$ versus Target Number 15

Examples of when to call for a Danger check

- A spider beast bites your character. You make a Danger Check using Fitness to see if you resist the effect of the poison.
- A trap springs and the floor gives way. You make a Danger Check using Agility to see if you catch yourself before you fall.
- A tentacled horror attempts to take over your mind. You make a Danger Check using Instinct to resist the creature's control.

Special Results

The players and Game Master are encouraged to suggest alternate effects for Botch and Critical results. However, the Game Master has final say on what effect takes place.

Botch Rolling a 1 always fails and usually invokes an additional cost.
Ex. You fail the check AND the Game Master chooses an enemy to gain a free standard action with Advantage.

Critical Rolling a 20 always succeeds and usually invokes an additional benefit.
Ex. You succeed on the check AND you gain a free standard action.

Total 20+ Where Botch and Critical are only determined by the numbers showing on the dice, there is a third special result. If, on your check roll, you get a total of 20+, including modifiers, the Game Master may give an additional minor benefit. Ex. Your attack succeeds AND you gain +1d6 when rolling damage.

Situational Modifiers

Most situational modifiers can be handled using the Advantage and Disadvantage mechanic. Ex. Attacking someone who doesn't know you're there gives you Advantage and Shooting at long range gives you Disadvantage.

- Advantage (ADV): Roll an extra d20, discard the lowest.
- Disadvantage (DIS): Roll an extra d20, discard the highest.

Defense

This is the target number for attacks against a target: $10 + \text{Armour} + \text{Agility}$.

Hit Dice

Hit Dice (HD) are a core representation of a character's overall resilience and are used in determining Hit Points. Characters may gain extra hit dice by taking the Tough Talent. $\text{HD} = 1 + \text{Level} + \text{Fitness}$.

Hit Points

Hit Points (HP) are not taken from a character, but a character spends them to avoid more serious injury. The loss of hit points represents bruises, abrasions, minor cuts, and bodily stress. $\text{HP} = 4 \times \text{HD}$.

Death

When damage reduces a character's hit points to 0, the character has suffered life threatening injury.

- The character falls unconscious and takes 1 point of Fatigue.
- Reveal whether the character survived after combat ends when they must make a series of death checks.
- A death check is an unmodified roll against target number 10.
- 3 Successes before 3 failures means the character survives.
- The character gains a point of Fatigue for each failed death check, wakes up in $1d6 - \text{Fitness}$ minutes, and returns to 1 hit point.
- Otherwise, sadly, the character has died.

Distance

Distance is handled using feet and miles. Special attention was given to standardize distance effects for Game Master's that want to simplify this by using combat zones or range bands.

ACTION ECONOMY

- On your turn, take as many free actions as you like.
- On your turn, take 1 move action and 1 standard action.
- If encumbered, only take a standard action on your turn.

Free Actions

Drop	...whatever you are holding
Fall	...to the ground and lie prone
Speak	...a brief command or sentence

Move Actions

Move	...to move 30'
Draw	...or sheath a weapon or other item
Intercept	...hold your move action to block an enemy's move
Open	...or close a door
Stand	...up from prone

Move Restrictions

- You can move through an ally's space, but not an opponent's
- Take a move action only at the beginning or end of your turn.
- When using Intercept, and the opponent moves, the Game Master will determine where your character moves to block them.

Standard Actions

Attack	...using fighting or shooting
Assist	...someone to grant them Advantage on a skill check
Cast	...a spell using mysticism
Concentrate	...to maintain a spell you have cast
Defend	...to give attackers Disadvantage against you
Move	...to take a second move action
Use	...a skill or an item

Assist Restrictions

- Assisting character must have the same skill they wish to assist with.
- Assisting with spell casting requires both Mysticism and Sense Magic.

COMBAT

Combat Steps

1. Determine Surprise
2. Establish Position
3. Determine Initiative for the Round
4. Take Turns
5. Begin the next 6 second round

Surprise

When caught off-guard and unprepared for combat, surprised character do not act on the first round of combat.

- Attacks with surprise gain Advantage and +1d6 damage.

Initiative

Group initiative supports collaboration and speeds up combat. Each side rolls a d6. Highest roll goes first.

Special Actions

Choose a special action, like disarm, tackle, snatch an item, push a target back, grapple, or virtually anything the players come up with.

- Roll to attack, on a success, the attacker and target must make opposed checks. If the attacker wins, the special action succeeds.
- On a 20+, the attacker gains Advantage on the opposed roll.
- If the attacker wins the opposed roll and gets a 20+, the effect of the special action is doubled. (Ex. When pushing a target, they are pushed 10' instead of 5'.)
- If the target wins the opposed roll and gets a natural 20, if they are able, they may reverse the action. (Ex. You attempt to disarm them, instead, they disarm you.)

Melee Restrictions

- If engaged in melee, gain Disadvantage on spell casting.
- If engaged in melee, gain Disadvantage on shooting.

Shooting Restrictions

- At long range, gain -5 on shooting attacks.
- If shooting at an enemy, who is engaged in melee, gain Disadvantage.
- If you miss your target, roll to attack the engaged ally.

Two-Weapon Fighting

- If a character uses a weapon in their off hand, they gain +1 defense.

Unarmed Defender

- Gain Advantage on attacks against opponents without arms or armor.
- Creatures with natural weapons are always considered armed.

Attacking to Subdue

When an opponent is reduced to zero HP, the attacker decides whether that opponent is either dead or knocked unconscious.

Cover

- Light cover: Gain +2 Defense.
- Heavy cover: Gain +5 Defense.

Resistance and Vulnerability

- Resistance: damage/2 from specific source
- Vulnerability: damage x2 from specific source
(Ex. Resistance: Edged Weapons or Vulnerability: Fire)

Murder

Killing a defenseless sentient creature is one of the most psychologically difficult things a person can do. It takes a standard action to kill a defenseless opponent. This action does not require a check.

HEALING

Rate of healing is determined by time, rations, rest, whether the character is remote, in a safe place, or at a House of Healing, and if they are being tended by a Healer with the Medicine skill.

- Each Hit Die represents 1d6 of healing.
- If rest is significantly disturbed, it gives no benefit for healing.
- Without food and water, divide total hit points healed by 2 and you can not heal Fatigue.

First Aid

- Immediately after combat.
- No combat, work, or travel for 10 minutes.
- Bind wounds to heal 1 hit die

Night of Rest

- No combat, work, or travel for 8 hours.
- Heal up to half hit dice worth of hit points.

Full Day of Rest

- No combat, work, or travel for 24 hours.
- Heal all hit dice worth of hit points and remove 1 Fatigue.

Safe Places and Houses of Healing

- A safe place is anywhere you can find warm food, a warm bed, camaraderie, and no watch need be taken.
- If healing in a safe place, gain +1 HP/HD and remove +1 Fatigue.
- A House of Healing is a safe place where an appropriate version of the Consecrate spell has been performed.
- If healing in a House of Healing, gain +1 HP/HD and remove +1 Fatigue.
- Bonuses from a House of Healing stack with being in a safe place.

Medicine Skill

- To provide aid, the Healer must succeed on a Medicine check (TN 10).
- Successful or not, it consumes 1 use of bandages and poultices.
- If successful, add the Healer's Level Bonus to each HD healed.
- Only one check per patient, per healing opportunity is allowed.