

Wieja Escuela: Game Rules

Resolve Actions

The most important rule is to apply **common sense**. The Game Master (GM) decides when a character's action is successful by weighing the explanation given by the player and the character's class.

If a roll is called for, roll **1d20** and add the skill points of the skill most closely related to the action or an attribute modifier. A result of 11+ often succeeds although the GM may increase or lower this target number depending on the specific situation (14+, 17+, etc.).

A natural 20 will **always be a success** and a natural 1 will always be a failure.

Advantage and Disadvantage

When a player needs to roll with advantage or disadvantage, they should roll 2d20. If rolling with advantage, pick **the higher result**: if rolling at a disadvantage, pick **the lower result**.

Backgrounds

A player may claim that one of their backgrounds gives them advantage in resolving an action. If there is some relation between the action and the background, the GM may give an additional +2 bonus. If there is a close relation, the GM may allow the test to be done at an advantage.

Time Management

Time elapses at the GM's discretion within the game world. Nevertheless, combat is usually divided into **rounds** (10 seconds), while exploration time is divided into **turns** (10 minutes). Thus, it is easy to gauge how long a torch burns (1 hour) or a vial of oil lasts (4 hours).

Combat

Combat actions are done in **DEX order**. The character with the highest score acts first. To hit (whether in melee or ranged combat), 1d20 is rolled adding the **Attack** of the particular weapon. If the result is equal or higher than the **Defense** of the target, the blow hits. The **damage** die of the weapon is then rolled and subtracted from the target's Hit Points (HP).

Critical Hits

A hit is considered critical if the combat roll is a **natural 20** (19 and 20 for fighters with the **Accurate Blow** talent). In this case, the attacking player proposes a special **consequence** that stems from the attack. The GM has the last word as to whether to accept the player's proposal, but it is always possible to choose that the attack does maximum damage +1.

Otherwise, you first calculate damage in the usual way and then apply the proposed effect. Players may describe any consequence that they like, but in order to keep the game within reasonable margins, the critical hit will be mechanically represented either as the loss of a key piece of gear (a weapon, a shield, etc.), as a dent in the armor (which loses a protective power for the rest of the combat), as a maneuver that allows the next attack on the target to be done at an advantage, as the loss of the combat round for the adversary, or as a shifting of the target from their current position.

Fumbles

An attack is considered a fumble if the combat roll is a **natural 1**. In this case, the character or creature has lost their balance or has lowered their guard. Until the beginning of the next round, any attack against them will be done with advantage.

Death and Healing

When a character reaches 0 or fewer Hit Points, they are **incapacitated** and cannot act. If their Hit Points do not recover above 0 within 10 rounds, they will die. A character that rests for a whole day will recover a number of Hit Points equal to their level. Binding wounds with a healing kit will allow a character to recover 1d4 Hit Points once per combat.

Dangers and Instincts

The GM can allow a character to avoid or lessen the effects of a spell, poison, disease, or traps. In that case, an Instincts test is called for. The player rolls **1d20** and adds their **Instincts bonus** and the **attribute modifier** (if any) that the GM thinks is relevant (e.g. CON for poisons, DEX for dodging a trap, CHA to resist mind control, etc.) The GM must establish the target number of the roll depending on the level of the spell caster, the potency of the poison, or the craft level of the trap (11+, 14+, etc.).



Mental Health

Any adventurer worth their salt will end up bumping into supernatural horrors, unnatural forces, and demonic beings. Not a few of them succumb to madness. In fact, encountering mad wizards or priests is one of the most common tropes of the sword and sorcery genre. A character's Wisdom attribute measures their mental health. A character with a score of 3 will be barely lucid, will not be able to tell fantasy from reality, and will be at the brink of utter madness. Adventurers who fall under this score will be completely mad and will become NPCs until their Wisdom score improves.

When a character witnesses an indescribable horror or uses very powerful foul magic (necromancy, contact with extra planar creatures, mind probe by unnatural creatures, etc.), they must make a **Wisdom roll**. The GM will set the difficulty based on the severity of the horror witnessed or the potency of the magic employed (11+, 14+, 17+. etc.). If the player fails the roll, the character will lose **1d6** points off their Wisdom score **temporarily**. If the result is a 6, one of these points will be lost **permanently**. Temporary points recover at a rate of 1 per day of rest.

Monsters and Beasts

The main stats of a monster are determined by its **Level**. Its level functions as its **Attack** bonus, its **Instincts** bonus, and how many d8 are rolled to determine its **Hit Points**. The monster should also be assigned a **Defense**, a method of Attack, and any Talents if appropriate.

The GM should invent new monsters to surprise the players, granting them special and unique abilities and powers.

Example: Ghoul (Level 2)

Attack: slam (1d6); **Def:** 13

Talents: **Paralyzing Touch** for 1d6 rounds when it hits (Ins STR 11+).

Magic & Sorcery

When a Magic-User wants to cast a spell, first they must "shape it" by giving it a **name**: "friends", "cure wounds", "stop fall", etc.

Then the player negotiates with the GM the exact effects of the spell and how many Magic Points it will cost to cast. The GM has the last word and may require **an extra sacrifice** of gold, Hit Points, or Attribute Points if the sought effects are especially powerful. As a rule, for every 1d6 of damage, healing, or levels affected, 1 Magic Point should be spent. Normally, spells are instantaneous (healing and attack), or they last a day, at most, with the majority being limited to a combat. The GM may determine that the targets of spells are entitled to an **Instincts roll** to negate or resist the effects. In this case, the target number is 10 + the spellcaster's level.

The following is a list of the names of some sample spells: *detect magic, cure wounds, sleep, charm person, read languages, read magic, light, protection from evil, acid arrow, lock door, detect invisibility, detect evil, levitate, locate object, ESP, fireball, remove curse.*

Magical Objects

These are among the most sought after and dangerous rewards in existence. Their shape and powers are limited only by the imagination of the GM. Any common object is capable of having magical powers (weapons, armor, clothes, etc.).



The most common magical objects -if one can use this adjective in this case are potions and scrolls. They are also -relatively- the safest, although there are plenty of adventurers who found their end when they released a curse stored in a scroll or drank poison mistaking it for a healing potion. When one uses any of these- whether by drinking the potion or reading the scroll out loud- the magic stored in them is released, and they are spent.

Any adventurer may drink a potion, but only Magic-Users and Rogues with the Read Magic talent can use scrolls, it does not require Magic Points, but the possessor must have the required level in the description of the scroll. Since the outcome is the same as casting a spell, all the rules for spell casting must be applied, including possible Mental Health loss.

Enchanted objects are, without a doubt, the most powerful and unique. They are also the most dangerous, since most of them are intelligent. Any object that is not in the category of a potion or scroll is considered an enchanted object. Normally, any character can use any of these objects, but in order to use the most powerful, the adventurer has **to attune** to it- something only Magic Users can achieve.

In order to attune, the character must spend a Magic Point and succeed at a **CHA roll** against the difficulty indicated in the object's description. An attempt to attune can only be made **once per day**, but there is no limit to the number of attempts that the same character can make with any object. Some strange and powerful objects may require the permanent sacrifice of an attribute point from the character. Such a sacrifice only happens if the attuning roll is successful. The attribute implied will be listed in the description of the object.

Finally, many enchanted objects also require a **command word**, have a special method of **activation**, or have a **limited number of uses**. Finding information on how to activate the object or how to recharge it will be a great source of adventure. The limit, again, is set by the GM's imagination.

Wieja Escuela: Character Creation

- **Establish Your Attributes**
Roll 3d6 seven times, and assign six of the results across the main attributes (STR, DEX, CON, INT, WIS, and CHA) as you see fit. Record modifiers.
- **Pick a Race**
Each race grants two talents and establishes base MOV score.
- **Pick Your Class**
Class establishes hit die, weapon and armor training, and talents (two at first level, a third at 6th).
- **Pick Your Skills**
Each character begins with 4 skills ranked at 1.
- **Define Your Background**
- **Buy Your Gear**
Characters start with 3d6x10 gold pieces.
- **Calculate Your Traits**
Attack Bonus (ATK), Instincts (INS), Movement (MOV), Hit Points (HP), Magic Points (MP), & Defense (DEF).

Attributes

Every character has six main attributes that define them: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). According to the scores assigned to them, you will receive a **modifier** as follows:

Score	Modifier
3	-2
4-6	-1
7-14	0
15-17	+1
18	+2

Pick a Race

Dwarf

- **Stone Kinship**
You have an advantage in any Lore test related to stone work. You can also make an Alertness roll to detect traps built of stone.
- **Infravision**
You can see in the dark up to 20 yards. Vision is based on heat given off by objects.
- **MOV is 9**

Elf

- **Keen Sight**
You have an advantage in Alertness tests based on sight
- **Infravision**
You can see in the dark up to 20 yards. Vision is based on heat given off by objects.
- **MOV is 12**

Halfling

- **Sneaky**
You have advantage in Stealth tests related to moving silently.
- **Deadly Aim**
You have an extra +1 to your Attack bonus with ranged weapons.
- **MOV is 9**

Human

- **Adaptable**
Somehow you adapt to any environment or surrounding. +1 to your Instincts score.
- **Gumption**
You live an intense life. Gain an extra Background.
- **MOV is 12**

Pick a Class

Fighter (HD: d8)

You can use any weapons or armor.

- **Fight with (X)**
Replace X with: a one-handed weapon and shield, or two weapons, or two -handed weapons, or ranged weapons. +1 to your Attack bonus and your damage in this fighting style.
- **Multiple Strikes**
Make another attack immediately after defeating an enemy. You can use this feat as many times as you have levels per round.
- **6th Level: Accurate Blow**
Automatic critical hit on a result of 19-20 with any weapon.

Rogue (HD: d6)

You can use any weapon but may only use light armor.

- **Ambush**
You have advantage on moving silently or hiding in shadows. Add 1d6 to the damage when you sneak attack.
- **Nimble Fingers**
You have an advantage in any Manipulation test that requires precision (e.g. picking locks or pickpocketing).
- **6th Level: Read Magic**
Read Magic: You are capable of using magic scrolls like a Magic-User of five levels below you.

Magic-User (HD: d4)

You can only use daggers, staves, and slings.

- **Magical Ability**
You can spend Magic Points to cast spells.
- **Transfer Essence**
You can turn 3 Hit Points (HP) into 1 Magic Point (MP).
- **6th Level: Animal Servant**
A small animal becomes your familiar. May spend 1 MP to telepathically communicate. Concentrate to perceive its senses. If it dies, you may bond with another one next level.

Pick Your Skills

Every adventurer begins at level 1 with four of the six available skills at a rating of 1 point. The available skills are as follows: **Alertness, Communication, Lore, Manipulation, Stealth, and Survival.**

Define Your Background

In one sentence, describe what your character was doing before answering the call of adventure: soldier on the northern front, acolyte in the Great Temple of Curias, custodian at the Great Purple Library, nomad hunter of the Kuanda, and pirate off the Landar Coast are some examples.

Buy Your Gear

You begin with 3d6x10 gold pieces (gp) to spend. A character **may carry a number of items equal to their Strength score.** If you exceed this limit, you are considered encumbered and will roll at a disadvantage in combat rolls and movement-related tests.



Calculate Your Traits

- **Movement (MOV)**
This indicates the number of yards you can move per round (10 seconds). Multiply by 2 if running. In a turn (10 minutes), you can cover $Mov \times 60$ yards ($\times 2$ if running).
- **Hit Points (HP)**
At level 1, you get the maximum Hit Dice for your class (4 for d4, 6 for d6, 8 for d8) plus your CON modifier.
- **Defense (DEF)**
Your Defense starts at 10. The higher the score the better. Add your DEX modifier and the bonus given by any armor worn.
- **Attack (ATK)**
Consult the table on level advancement, and take note of the bonus for your level and class. For melee attacks, add your STR modifier (both to hit and to damage). For ranged attacks, add your DEX modifier.
- **Instincts (INS)**
This is a bonus added to rolls to resist or avoid dangers intuitively. Consult the table on level advancement, and take note of the bonus for your class and level.
- **Magic Points (MP)**
These are points to be spent on spells if your character has the Magical Ability talent. Add your INT modifier to the total listed in the level advancement table.

Finishing Touches

Write a couple of lines about your goals and ambitions as an adventurer and consult the specific effects of your talents.

Leveling Up

At the end of every game session, the GM will award between 0 and 3 Experience Points (XP) to each player. Although, 2 XP is “average”, the GM should award them based on the difficulty of the challenges that the characters have overcome. For every 10 XP, the character goes up one level. When this happens, the appropriate Hit Die is rolled and added to the adventurer’s Hit Points. 2 new skill points are added (maximum 1 per skill and none of them may exceed 10), and the character’s traits are adjusted as per the Level Advancement Table. A new class talent is earned at 6th level.

Upon reaching 11th level, adventurers gain a new background. By this point, it is assumed that they are characters of great fame and importance, and maybe they have earned titles and lands to lord over. Thus, this new background must be related to their adventures and status: Lord Protector of Blackwater, Count of the Northern Border, Master of the Thieves’ Guild of Greyport, Archmagus of the Tower of Farinoa, etc. Aside from the normal benefits granted by any background, these new backgrounds may provide extra benefits and duties like taxes, vassals, apprentices, or maintenance costs, at GM’s discretion.

Level	Fighter		Rogue		Magic-User		
	ATK	INS	ATK	INS	ATK	INS	MP
1	+0	+1	+0	+0	+0	+0	1
2	+1	+2	+0	+1	+0	+1	2
3	+1	+3	+1	+2	+0	+2	4
4	+2	+4	+1	+3	+1	+3	5
5	+2	+5	+2	+4	+1	+4	7
6	+3	+6	+2	+5	+2	+5	8
7	+4	+7	+3	+6	+2	+6	10
8	+5	+8	+3	+7	+3	+7	12
9	+6	+9	+4	+8	+3	+8	14
10	+7	+10	+5	+9	+3	+9	15
11	+7	+11	+5	+10	+4	+10	17
12	+8	+11	+6	+11	+4	+10	19
13	+9	+11	+7	+11	+4	+10	20
14	+9	+11	+7	+11	+5	+10	22

Wieja Escuela: Tables

Common Skill Difficulties

Simple or Easy	No Roll
Complex or Hurried	11+
Hard or Under Stress	14+
VERY Hard or Under a LOT of Stress	17+
Extremely Hard	20+

Common Skill Uses

Alertness	Spot hidden, listen, search or scan a place, etc.
Communication	Influence, motivate, get along with other beings, etc.
Lore	Understand an ancient script, know a local legend, know historical facts, identify a creature, etc.
Manipulation	Open locks, disarm traps, pick pockets, etc.
Stealth	Move silently, hide in shadows, etc.
Survival	Track, navigate outdoors, forage for food, etc.

Attributes and Instincts Rolls

STR	Resist paralysis, resist petrification, etc.
DEX	Avoid falling in a pit, dodge a missile at the last second, dodge a breath weapon, dodge a fireball, etc.
CON	Resist poison, overcome a disease, avoid contagion, etc.
INT	Resist subtle mind control or non-evident influence, etc.
WIS	See through an illusion, avoid looking at a glyph or magic symbol, etc.
CHA	Resist direct attempt at mind control or evident intent to influence, etc.

Special Bonuses in Combat

Use a Shield	+1 DEF
Fight with Two Weapons	+1 to Attack Roll
Use a one-handed weapon with two hands	+1 to Damage

Ranged Weapons	Damage	Rate of Fire	Range*	Cost
Bow	1d6	2	60 Yards	15 gp
Dagger	1d4	1	4 yards	2 gp
Light Crossbow	1d4+1	1	70 yards	12 gp
Sling	1d4	1	20 yards	2 sp
Spear	1d6	1	20 yards	1 gp

* Attacking at a distance farther than this range will create a disadvantage to the attack roll. It is not possible to attack at twice the distance of the stated range.

Melee Weapons	Damage	Cost
Battle Ax	1d8	5 gp
Club	1d4	0 gp
Dagger	1d6	2 gp
Heavy Mace	1d6	10 gp
Quarterstaff	1d6	0
Spear	1d6	1 gp
Sword, Long	1d8	15 gp
Sword, Short	1d6	8 gp
Sword, Two-Handed	1d10	30 gp
War Hammer	1d4+1	1 gp

Armor Type	Def	Cost
Leather	+2	5 gp
Ring	+3	0 gp
Chainmail	+4	2 gp
Platemail*	+6	10 gp
Shield		1 gp

*This armor only allows a maximum base Mov of 6 yards and the character is considered encumbered.



Artwork by Luigi Castellani

Sundry Gear*	Cost
Ale (Tankard)	1 sp
Backpack (20 lbs capacity)	5 gp
Bag (20 lbs capacity)	1 gp
Bedroll	2 sp
Common Rope (50')	1 gp
Crowbar	2 sp
Flint and Steel	1 sp
Grappling Hook	1 gp
Healing Kit (x1)	1 sp
Holy Symbol (silver)	25 gp
Holy Water (vial)	25 gp
Inn, Common (per night)	1 gp
Inn, Luxurious (per night)	3 gp
Inn, Modest (per night)	5 sp
Iron Spikes (10)	5 sp
Lamp Oil (flask)	5 gp
Lantern, Bullseye (4 hrs light)	12 gp
Lantern, Hooded (4 hrs light)	7 gp
Meal, Common	2 sp
Musical Instrument	5 gp
Quiver and 20 Arrows	8 gp
Rations, Common (1 day)	5 sp
Rations, Iron (1 day)	1 gp
Spell Book (50 pages)	50 gp
Steel Mirror	20 gp
Ten-foot Pole	2 sp
Thieves' Tools	25 gp
Torch (1 hour light)	1 cp
Waterskin	2 gp
Wine (bottle)	2 gp
Wooden Stakes (4) + Hammer	3 gp

*Small objects may be bundled to form a "parcel" for purposes of encumbrance.

Vieja Escuela: Credits

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“Pamphlet” edition by R.E. Davis

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