ROTA FORTUNAE

A SIMPLE FANTASY RPG FRAMEWORK

CONTENTS

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Dedicated to Kedron & Drake,
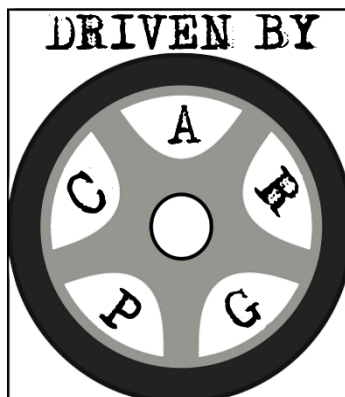*who've taken the torch to keep the magic alive.*

CHAOSGRENADE
PRESS

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INTRODUCTION

Rota Fortunae is a beefed up version of Matt Bryant's **CarPG** system, tailored for traditional fantasy role-playing games. When he introduced me to his rules, I figured it was going to be a gimmick at best – a super simple rules lite RPG framework designed for one-shots on road trips (hence the cheesy name.) But as we played with the mechanic, the gears (no pun intended) really started to turn in my head. The elegance of the "Fate's Wheel" mechanic, as well as its ten-sided die variant, really resounded with its simple yet flexible results. And when we took it online with a play by post, I was astounded with the ease of running it in such a format (while keeping the "tabletop game" feel.)

This game is the result of many nights of tinkering and experimenting, stretching the mechanics to see where they can go. Our aim is to provide a full game light enough that it can continued to be played with co-workers on lunch breaks, friends on camping trips, in chats over social media, or picked up around a table on a Friday night with nothing to do. But we also set out to expand the game with enough options that can provide many nights of adventure and heroism.

And, hopefully, inspire a few new ideas of your own.

-- R.E. Davis, ChaosGrenade.com

FEATURES OF ROTA FORTUNAE
- An elegant, dice-less randomization system. Alternately, a single ten-sided die can be used to play.
- A quick and dirty character creation system. If you have an idea what you want to be, you're already 80% done.
- No classes – instead, you have three "archetypes as attributes"
- The system is easy enough to hack new skills or features on the fly.
- An entire gaming session can be prepped in minutes.

WHAT YOU NEED TO PLAY
Pencils and either paper or notecards. That's it. Seriously. A ten-sided die is optional.

We did write this game under the presumption that you're already familiar with other role-playing game titles, or at least carry a basic understanding of concepts such as Game Masters, Players, PCs and NPCs, etc. If not, no worries – you can get started by checking out http://learntabletoprpgs.com to learn the fundamental concepts. We'll wait.

USING THIS BOOKLET
This game was written to either be viewed as a PDF on a tablet or laptop, or printed off in a *booklet* format. Being only sixteen pages, it should be easy to navigate throughout. As we explain the rules, we'll give you examples of how the mechanics are used in-game, with accompanying pictures to give a visual aide. The front and back covers provide immediate reference during game play – the front provides *Fate's Wheel,* which the core resolution mechanic is based off of. The back cover provides quick NPC templates, which the GM can use to quickly stat out an encounter by the seat of their pants.

CHARACTER CREATION

When creating a character, all of this can go on a notecard or a scratch piece of paper.

Attributes

All characters have the following 3 Attributes:
- **Fighter**: Strength, constitution, and all fighting (except vehicle or mount-based combat.)
- **Adept**: Dexterity, charisma, stealth, vehicles, fine motor skills, and mounted combat.
- **Scholar**: Knowledge, wisdom, magic (in most settings), and brain power in general.

Each attribute receives a rank, that establishes its base success range (SR). Distribute each of the following to an attribute:

- **Primary**: +5
- **Secondary**: +4
- **Tertiary**: +3

Skills

Pick three skills. Skills add +2 to a Success Range when used with a particular action. *(See Appendix A: Skills & Tags).*

Tags

Choose one tag. Tags give a little more customization. Some are purely background details for the character, and others can be a huge make-or-break ability in some cases. Feel free to scheme up your own and haggle with the GM on how they can benefit you and the game. *(See Appendix A: Skills & Tags).*

Hit Points

Hit Points (or HP) is a pool of points that measures not only physical health, but also their luck, morale and mental stamina. As they take damage from combat or effects, their pool is lowered. Should they be reduced to zero, they fall and are possibly dead.

Hit points are equal to *(Fighter x2) + Adept*

Edge

You get 3 Edge points. Edge is a way to sway the game in your favor. Spending an edge point allows you to:

- Ignore an attack, taking no damage
- Give an automatic critical success
- Change or add a small detail to the narrative
- Basically work as a bargaining chip with the GM to allow you to pull things off and influence the game.

The GM arbitrates when Edge replenishes. It's recommended to award Edge for good role-playing, or refresh everyone's pools at the beginning of a new adventure.

Equipment

Lastly, jot down any reasonable gear, weapons, vehicles, or other assets that your character would have on their person during adventuring. There is no concrete list in these rules, so like everything else – run it by your GM.

Leveling

If you happen to play a single story for multiple sessions (one-shot games are all the rage), you'll probably want to level the characters. Or you might want to start the characters off at a higher level. Leveling is done whenever the GM and players agree that it's time. Easy as that.

Options are:
- Get a new Skill
- Raise a Skill to +3
- Get a new Tag
- Raise Attribute by +1

Some of these changes are more drastic than others. The GM has to agree to all changes.

THIS IS FATE'S WHEEL
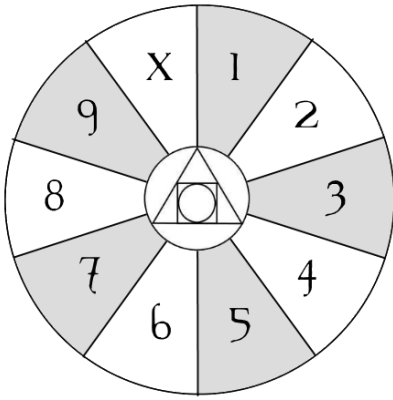
And thus does Fortune's wheel turn treacherously
And out of happiness bring men to sorrow.

~ Geoffrey Chaucer

To "roll" the GM picks a number (#) between 1 and 10. The player picks a # too and tells the GM what it is. **If the GM's chosen # falls within the Success Range (SR) of the player's #, the player succeeds.**

SO WHAT IS THE SUCCESS RANGE (SR)?

When a character performs an action and "rolls" on the table, their base **Success Range** is determined by adding an associated **attribute** rating to the number picked by the player. This goes clockwise on the wheel; thus, going over 10 continues to 1, 2 and so on. This range of numbers is their Success Range.

You have three attributes: *Fighter*, *Adept*, and *Scholar*; and these are typically ranked anywhere from +3 to +5. There are other elements that may expand or reduce this range, but those will be covered shortly. For now, this is enough to go on.

Example:
We have Max Musterman. His attributes are Fighter (+5), Adept (+4), and Scholar (+3).

Max tries to force open a strong steel door. The GM picks 3. The player picks 5. Since that action falls under the Fighter Attribute, Max has an SR of +5. **The SR is added to the clockwise side of the player's #.** *It goes around and shows if the check succeeds or not.*
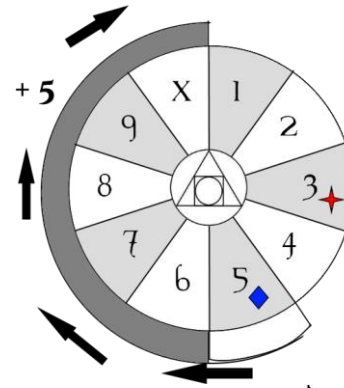
The GM's chosen # is shown as ✦. The player's picked # is ◆. The Success Range (SR) is shown as the dark gray area that surrounds part of Fate's Wheel.

If the GM's # fell from 5 to 10, Max would be able to force the door. Since 3 falls outside of that range, the check fails. Max will have to find another way in. Maybe the sewer ducts?

+++

After trudging through the sewers and entering the stronghold, he shadows his way to the diplomat's quarters where he hopes to find the dispatch his employer hired him to retrieve. When he gets to the guest house, he encounters the clockwork lock that requires a pattern of symbols on a dial to be turned a certain way.
He studied it a week ago, and he's not the sharpest tool in the shed.

*Intelligence checks use the Scholar Attribute. GM chose 2, player chose 10. Since the SR for a Tertiary Attribute is +3, Max gets 3 more #s that would result in a success. Again, these 3 #s are **added to the clockwise side** of the player's #. If the GM's # is 10, 1, 2 or 3, the check is a success.*
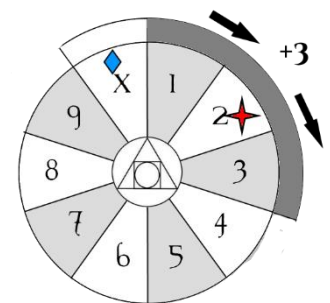
Looks like Max has managed to crack the code!

MODIFYING THE SUCCESS RANGE

A couple factors may modify a character's success range. First, there's **skills.** Skills are the extra training a character has in a particular field or action. Being trained in a skill grants a +2 bonus to a success range.

Additionally, the GM may grant a bonus or a penalty to a character's success range – this serves as a **difficulty modifier.** Easy or advantageous actions may grant a character a bonus, while harder or more difficult tasks take a penalty.

Note: No matter what – the success range **never** goes past +8! Regardless of what bonuses stack in the character's favor, there will always be a chance for failure.

Example 2:
After rummaging through the diplomat's chest, Max stumbles out of the guest quarters to be spotted by guards. Though he's a hell of a fighter, being pummeled by a dozen men doesn't sound in his best interest.

Max has training in the Athletics Skill.

This check will have an additional +2 added to Max's SR.

The Fighter Attribute covers athletics. Since it has an SR of +5, the total for this check is +7. (5 + 2 = 7)

The GM chose 1, the player chose 4. Max succeeds if the GM's # is 4 through 1 on the wheel. Notice that the check would have been a failure if Max didn't have the Athletics Skill.
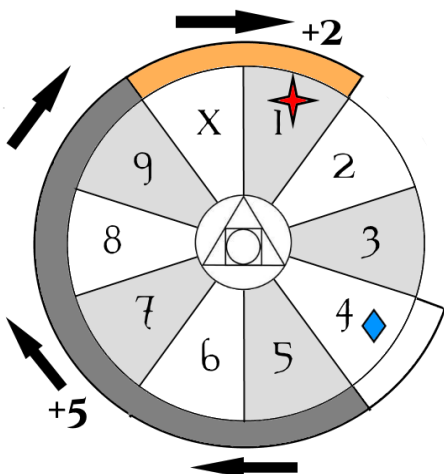
Max sprints away. He escaped a brutal fate -- for now. He knows the lord's watchmen will be assembling soon.

CRITICAL SUCCESS AND FAILURE

If the player picks the same # as the GM, they have a **critical success**. Basically, whatever they were doing goes as well as possible. **Critical failures** are the opposite of that, naturally.

A critical failure happens in two steps.

1. The player is in danger when they choose the # on Fate's Wheel that is opposite of the GM's #.
2. After the player chooses the critical fail #, they play rock-paper-scissors with the GM.

If the player loses, it is a critical failure. If they win, they are out of danger. The check proceeds as if they didn't choose the opposite #. If the GM's # is within their SR, they succeed.

Example 3:
Max just got to the outpost where he is to deliver the diplomat's dispatch. Unfortunately, there's a battle raging between him and the outpost – looks like another lord has it out for his employer!

Max decides to avoid the melee and maneuver through the woods straight to the outpost. His player is pretty confident – being that Max is trained in Stealth, giving him a total SR of +6. But it's made even sweeter when him and the GM pick 4 at the same time! He critically succeeds, regardless of his success range. Max makes it back to the outpost, avoiding combat.
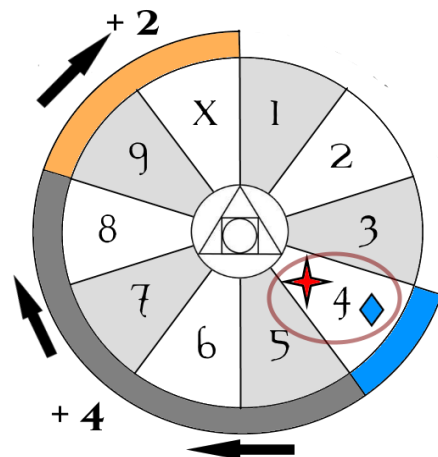
After handing off the dispatch and getting his pay, Max decides the fighting is getting too close and he has no investment in this war. He hops on a horse, and tries to make a break for it. He heads down a backroad, thinking he was clear until a soldier on horseback startled him at his side.

Fighting with a ship, on a mounted animal, or anything like that doesn't use the Fighter attribute like all other fighting does. It uses the Adept because of the precise manipulation of controls and steering.

Max isn't a specially trained rider, so he's stuck with his Adept rating of +4.

The GM chose 9. The player chose 4. Since those #s are opposite of each other on Fate's Wheel, Max is in danger of a critical fail!
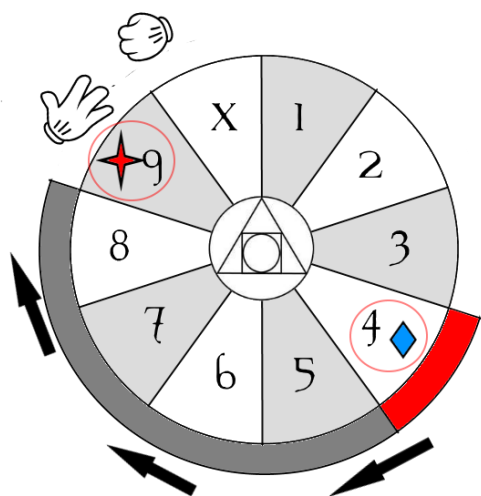
The GM and the player play rock-paper-scissors. GM chooses paper. Player chooses rock. The GM wins and the critical failure goes into effect. The soldier successfully catches him off guard, and knocks him in a way that throws him off his mount – his horse proceeds to ride off into the night in a panic. When Max comes to on the ground, he his greeted by a pike against his neck, and the orders to not move.

OPPOSED CHECKS & COMBAT

Opposed checks cover fighting, sneaking past a guard on the lookout, and anything else that has two characters actively opposing each other. The GM can choose to make these actions unopposed checks every once in a while, but that's up to them.

When two characters (including a GM's NPC) engage in an open competition or conflict, they both choose numbers like normal. The GM also uses a success range for their NPC, and the check between the two is resolved at the same time. **If your opponent's # is within your SR, you succeed. If your # is in their SR, they succeed.** This means it's possible for both to fail, or one triumphs over the other. There is rarely a case where both parties succeed in an opposed check. In some instances, it wouldn't make sense for both parties to fail, either. Like sneaking past a guard. You either get past without being noticed or you don't. So if there is a "tie" (both succeed or both fail), the player wins.

Example 4:
Denise is playing a game of 9 Man's Morris with a hermit, the wager being that if she wins he'll teach her a secret about magic. If she loses, she must join him on a side quest. Since neither the player nor the GM know the game, they resolve it as an opposed check. Neither of them have a skill related to the game, so this is purely based off their Attribute's success range.

The GM chooses 6 and the player chooses 8. Denise has an SR of +4 because Scholar is her Secondary Attribute. The insane hermit has a Scholar SR of +2. The hermit wins, grinning.

The Hermit's success range is the speckled lane.
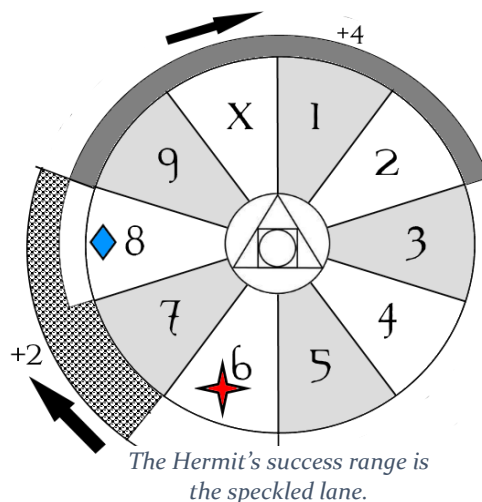
Combat is handled using this system – opposing characters' act simultaneously, *but* there IS a risk of them both taking damage together! Initiative is simple since both sides attack at the same time.

When one character surprises another or gets the drop on them, they get 1 free attack as an unopposed check.

After that, combat resumes as normal – with each participant declaring their targets and resolving their actions.

If a character is attacked by multiple opponents, they make a **normal combat check against one of them**. The other opponents attack the character as **an unopposed check.** This works for multiple PCs against one NPC and vice versa. The players and the GM all pick their numbers at the same time. Anyone whose # is in their attacker's SR is hit and takes damage. This works for however many attackers. It also works for multiple player characters attacking one opponent.

Damage is a flat rating, determined by the type of weapon, spell or ability you use. Damage is subtracted from the character's **Hit Points (HP).** When a character hits zero HP, they die.

The default scale for damage is:

- **Unarmed:** 1 damage. Can be treated as "dual wielded".
- **Light Weapons:** 2 damage. -These can be dual wielded. Knives, swords, clubs, pistols, light spells, ...
- **Medium:** 4 damage. Two handed swords, polearms, rifles, shotguns, medium spells, ...
- **Heavy:** 6 damage. A lance hitting at full charge, mounted machine guns, grenades, heavy spells, ...
- If you have a critical success against an opponent (GM and player pick the same #), they don't hit you and you do double damage.

Healing happens at a rate of 2 Hit Points per day of rest. Magic, Medicine, and other such Skills can increase the rate of healing. Devices and talismans can also work, but they can only be used a few times. The more potent healing effects will instantly give a character 2-4 HP up to 2-3 times a day. Exact rates are to be determined by the GM.

Example 5:
Denise is getting ambushed by a bandit archer in her travels. Ducking in and out of the trees, Denise casts a spell and sends streaks of fire at the archer. He fires back with his hunting bow. Each attack between the opponents happens simultaneously! The GM picks 1. The player picks 8.

Denise has the Magic Skill; it adds +2 to her Scholar SR of +4. This gives her a total SR of +6 (shown in solid gray). The archer NPC has a ranged SR of +4 (shown in the speckled gray lane).

The archer's # is within Denise's SR. She hits him, and deals damage. She is NOT within the archer's SR, so he misses her.
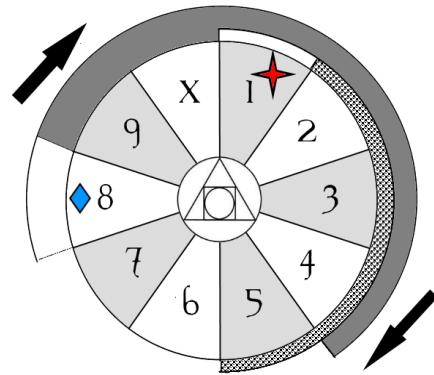
It is possible for both opponents to hit each other. They both hit if they are both within each other's SRs. It is possible for them both to miss if they are outside of each other's SRs.

CHASE SCENES & RETREATING

Retreating from combat and chase scenes work the same way as opposed checks. Both parties make the appropriate opposed check. If the chase is on foot, it's a Fighter check (plus skills like Athletics.) If it's in a vehicle, or on a mount then it's an Adept check (plus skills like Ride or Vehicle). If the quarry's # is in the pursuer's SR, the quarry is caught. If the pursuer's # is in the quarry's SR, they escape. If they are both in each other's SRs, the chase continues for another round. Same thing applies if neither of their #s fall within each other's SR.

APPENDIX A: SKILLS & TAGS

The following skills and tags are presented here as generic examples to use when building up your games.

SKILLS

Athletics - Physical feats, acrobatics, marathon running, etc.

Awareness - Spotting things, hearing things, picking up on clues, etc.

Crafting (insert specialty here) – Training in the creation process of a particular craft, hobby, vocation or trade.

Fighting - Martial arts, brawling, melee weapons, bows, slings, all hand held guns, etc.

Interaction - Seduction, charming, intimidation, conning, persuasion, etc.

Knowledge (insert specialty here) - Deep knowledge of a certain field i.e. metaphysics, religious lore, medicine, the kingdom you live in, poisons & cures, etc.

Larceny - Pick pocketing, breaking into a car, picking a lock, bypassing a trap, etc.

Magic/Alchemy/Bending - Whatever magic you are using in your setting.

Riding – Training in handling and riding a mounted animal or beast.

Siege Weapons – Skilled in the operation of large-scale and mounted weapons such as trebuchets, ballista, cannons etc.

Stealth - Sneaking, hiding, blending in with a crowd, etc.

Survival – The ability to adapt to harsh environments or conditions. Useful for foraging food and building makeshift shelters.

Tracking – Skilled in the art of tracking or following individuals or creatures by following clues left in their wake.

Vehicle – Skilled maneuvering involving carts, boats, airships, etc.

TAGS

Charming – You have a suave allure that works in your favor with interaction rolls.

Companion – You have an ally who accompanies you on your travels. Can be a sidekick, a loyal friend, or even an animal or spirit.

Contact – You have a connection to a prominent figure they may call on for favor or aid.

Charge - You get one free physical hit per combat. You pick who and when. You can even do it with another successful attack, hitting them twice in one round.

Dual Wielding - You get 2 attacks w/ light weapons. Can be done in a single check if attacking only 1 target.

Damage Soak - You can ignore one physical attack per combat. You choose which attack. You can roleplay it as cool looking armor, simple toughness, scales, nimble dodging with flips in the air, whatever you want.

Lucky – Ignore taking damage or score a critical success once per adventure without spending an Edge.

Nullify – like Damage Soak, but works against magic.

Hex – Like Charge, but using magical attacks.

Sacrifice: You may suffer 2 hp worth of damage to gain +1 on a spell. If performing as a ritual, it may come from another source. Using unwilling participants is a dark practice, and often news of such will have you tried for heresy.

Safe House – You have a secret workshop, home, base or lair that you and your allies can retreat to without worry of being caught (most of the time.)

Status – You are renowned with a particular organization or faction.

Appendix B: Optional Rules

Use the following to tweak the game to your style!

Using a 10-Sided Die

A lot of groups will miss the feeling of rolling dice, especially in face-to-face sessions around the table. Instead of using the Fate's Wheel mechanic, players may instead simply roll a d10 (ten-sided die). They add their success range bonus, and as long as they roll ten or higher – they succeed! A natural roll of "10" means they critically succeed. If they roll a "1", they do a round of Rock-Paper-Scissors against the GM to determine if it's a critical failure. Additionally, the GM may opt not to roll in opposed checks or combat. Instead, if the player's *die roll* is within the NPC's SR#, the NPC succeeds. The NPC's SR# is added to the clockwise side of 10.

Armor System

Armor in *Rota Fortunae* is simply abstracted as either Light or Heavy. It's assumed adventurers are already wearing modest leather or secured clothes. When bulking up in chain, scale or plate, the armor provides a penalty to the attacker's SR# (-1 for Light, -2 for Heavy.) That penalty, however, also applies to the wearer for movement based checks (such as stealth, athletics etc.)

Streamlined Damage

For those who'd prefer weapon details to simply be role-playing choice, you can rule that all attacks deal the same amount of damage. 2 Points is a good default for heroic action, but 4 or more can add lethality for games where combat is to be a dangerous choice.

Don't Use Skills

Just use the attribute SRs. Maybe have 1 skill, or treat skills as a Tag. Or allow a Primary attribute and two Secondary attributes so you aren't boned by a Tertiary that you can't have a skill for. It's all up to you.

Damage by Degree

For those who still want a bit more swing in their damage values, you can declare that extra damage is dealt to the baseline value by the degree of excess that the SR goes over. *Example: A player's SR is a range from 6-10. The GM chose 8; so in addition to succeeding at their attack, the player deals an additional 2 points for the degree of steps over the GM's chosen number.*

Critical hits, instead of double damage, simply use the full scale of SR#.

This option can be used in conjunction with the Streamlined Damage choice, or even as a secondary damage system: In one of our games, magical damage was purely by the degree of success. Meanwhile, physical weapons maintained a static damage value.

Penalty Assist

While the SR bonus is capped at +8, you may allow characters who have potentially higher bonuses to use their excess to mitigate difficulty modifiers. Someone who is crunched with a possible +10 SR may negate two levels of difficulty penalty, but never will their SR on an action be higher than +8.

Grittier Odds

The default rules were intended for one-shot, occasional adventures where the characters are established bad-asses in what they do. For longer term games, or settings that prefer grittier odds stacked against the players, the GM may wish to lower the starting attribute values. A starting attribute array of 4/3/2 would make an adequate deadly, yet survivable, game. You could also reduce the starting Skill bonus to +1, upgradeable to +2 by leveling.

Pooled Points

For more flexibility, you can ditch the Primary/Secondary/Tertiary ranks and instead offer a pool of 12 points to distribute however across the attributes. Grittier settings can start with a pool of 9.

Ranged Weapon Variation

The GM may rule that all ranged weapon attacks are based on *Adept* instead of *Fighter*. This is a matter of personal preference.

Appendix C: Magic

Magic is one of those concepts that will vary setting to setting, play group to play group. GMs and players that are either doing one-shots on a road trip, on their lunch breaks, or some other rare occasion for a pick-up game will most likely want to stick to the simplest approach we provide. That said, we also recognize the desire for long-term games at the table or online will want a bit more details in their guidelines. We hope this appendix will be enough for you to work with, regardless of your gaming situation.

Basic Magic System

The basic magic system treats magic as a means to an end – mechanically it functions just the same as any other action taken in the game. A wizard with a wand is just as capable of hurting someone or overcoming an obstacle as a warrior with their sword. The biggest difference is the *how*, described in the narrative – the warrior, facing a massive gap in a mountain side, may try to leap across or toss a rope to climb his way over. The wizard, on the other hand, can simply use their magic as the reason to leap across. Or levitate, or teleport, so on and so forth. Of course, magicians tend to have more brains than brawn, and when the blades do meet them it tends to go badly.

Using the basic system, all a character needs to perform magic is the Magic skill. From there, it's just a matter of creativity and arbitration from the GM –

1. **What are you doing?** Tell GM what you *want* to do and *how* you are performing the magic.

Example: Denise's player declares that she wants to search the area magically using an "a floating eye" spell for possible bandit ambushes.

2. **GM Arbitrates a Difficulty:** The GM then decides on a difficulty level.

Example: The GM decides that, even with magic, the forest Denise is in is dense enough to cause confusion and block the line of sight of the eye. He issues a -1 penalty to her SR #.

3. **Determine Result:** The GM picks their number, and the player declares theirs and adds their total SR#.

Example: Denise has a Scholar of +4 and the Magic skill. Taking the -1 penalty, she has a total of +5. She chooses 7, making her success range 7 to 2 on the wheel. The GM, unfortunately, picked 4. She casts the spell, closes her eyes, and through the floating eye all she sees is trees and brush.

Rituals & Magical Items

To make magic casting easier, the character may rely on performing rituals or magical items to lower the difficulty (or possibly add a bonus.) Rituals that take several minutes may grant a +1, and those that take an hour or more may grant a +2 or even more depending on the length of time they take. They cannot be interrupted, so other characters may have to be on guard to ensure the spell works as needed. Magical items are generally the result of pre-performed ritual, with magic charged ahead of time to lend assistance later. Either they prepare a single spell into the item, with its effects ready to fire once the magician commands it; or it is simply charged with magical energies to assist in a spell to be cast later.

Rewinding the above scenario, the player recalls that Denise had charged her crystal ball. She tells the GM: "I want to cast a floating eye spell, by submerging my crystal ball in a bowl of water from my flask. I will recite the litany I remembered while I scry the orb." Since this ritual will take up some of the character's time, as well as using the magical item she had charged, this will grant Denise the additional +2 she'll need to catch the GM's number in her success range. The other characters stand watch, and she opens her eyes after a while to yell, "Heads up! They're coming!"

Additional options for Magic

Steeper Requirements:

Simply having skill training isn't enough. You may require a tag like "Magician" to be taken in order for actual spell casting to occur. Another option is that the Magic skill itself doesn't instantly grant a SR# bonus, and that further training will be required to raise the skill bonus.

Various Magic Skills:

A simple "Magic" skill may not be up to snuff for your game world, and instead the character will need to specify a particular school or style of magic. This limits magic to functioning within the flavor and context of this practice. Some examples to consider:

- **Elementalism:** Characters choose magic skills like Pyromancy, Geomancy, Aquamancy or Aeromancy to command a specific element. Spells cast require the presence of a source of the element, to craft it into a specific effect. Tags can also be designed to specify resistance or aid to a particular elemental magic.

- **Pacts:** The magic is derived from a pact or oath to a supernatural, divine or sinister being. All of the magic must, in some way, be tied to their nature – holy men perform spells that act within the domain of their Gods, infernalists make deals with demons to invoke curses, druids draw upon the nature of their homelands while shamans call on spirits from beyond.

- **Magic Types:** You may require skills for the different types of magic the character performs. Some suggestions could be Alchemy (mixing matter to brew potions or create magical materials), Spell Casting, Conjuring (summoning spirits, beings, or other items) etc.

Spell Levels

You can require each spell to have a level assigned to it, gauging both the capacity of the desired effect as well as the rating of penalty that will take place.

- **Level 0:** Damages like an unarmed attack (1), or heals light damage (2). Can create minor illusory effects, summons a servitor who can only perform a single non-offensive task, etc.

- **Level 1:** Deal light damage (2) or heals Medium (4). Grant a +1 bonus or -1 penalty to a target on their next action. Summon or animate a mook character for 1 scene.

- **Level 2:** Deal medium damage (4) or heal Heavy (6). Grant a +2 bonus or -2 penalty to a target's next action. Summon or animate a normal NPC for 1 scene, or a mook for longer. Bestow a temporary (1 action) form of movement on yourself or another – teleport within eye sight, grow wings, fall like a feather etc.

- **Level 3:** Deal heavy damage (6), or cure a permanent affliction or disease. Summon or animate two normal NPC's for 1 scene, a handful of mooks, or keep a single normal NPC around for a while. Create a portal to nearby location (within GM adjudication.)

Damage or Healing

Like proposed earlier, you can simplify magical healing or damage by using the degree of success instead of set amount. This keeps magic wild and random.

Another option: "area of effect" spells that target multiple characters may simply divide their value in half across all targets in an area.
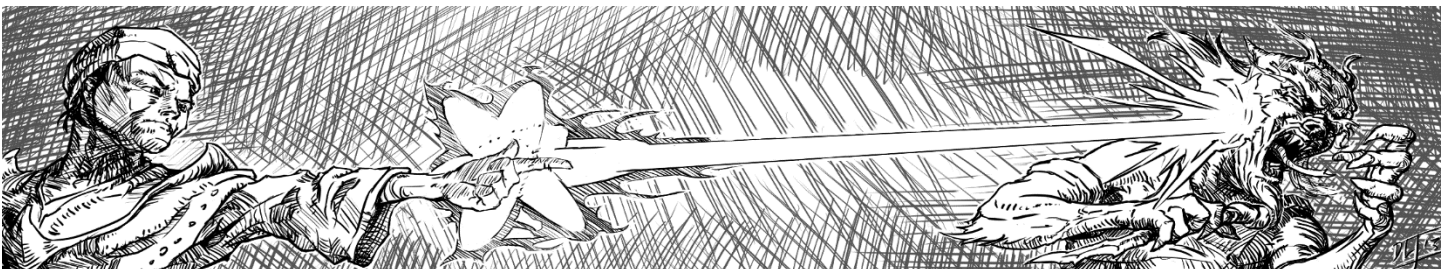
Appendix D: Races

By default, a character's race is simply a description. Those who want a traditional approach of having features defined by race may allow players to take an extra **racial tag.** Some examples:

Human

- **Adaptable:** Choose one free extra tag of your choice.

Dwarf

- **Stout:** Receive a +1 bonus to *Fighter* based checks used to resist poisons, drunkenness, or to lift and carry heavy objects.

Elf

- **Inherited Memory:** Elves gain a +1 to *Scholar* based checks to recall anything tied to ancient Elvish lore.

Halfling

- **Mischief:** +1 to any *Adept* based checks where the halfling's short stature would benefit them.

Orc

- **Intimidating Fury:** Once per combat, an orc engaged in combat may give a frightful roar while he attacks his opponent. If the attack is successful, it will also negate his opponent's attack action against the orc, in addition to dealing damage.
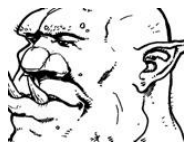
Dragonkin

- **Breath Attack:** Functions like the *Charge* tag, allowing a dragonkin to breathe an elemental attack in addition to a normal attack once per combat. Medium damage.

Avian

- **Wingspan:** Avian arms are evolved wings, which as long as they're able to spread them out and aren't weighed down by Heavy armor, allows them to glide safely from higher elevations.

Construct

- **Beings of Stone & Steel:** Constructs are beings forged for work & battle. They naturally have Light armor (but still suffer the penalties associated with it.) They have an additional +2 hit points, but they heal at *half* the rate (both naturally and magically).

Doglin

- **Keen Senses:** A doglin character receives a +1 bonus to any checks involving listening or smelling. Their sense of smell is high enough that they can potentially identify poisons or other substances, and their hearing can pick up a much higher range than others.

Appendix E: Basic Equipment

For those desiring an economy in game, here is a basic list of items and equipment and their related costs. The costs are listed in *shekels;* which one copper shekel can be valued at roughly one bushel of crops. One silver piece is 10 shekels, and one gold piece is 100.

WEAPONS & ARMOR

1-Handed Weapons	10
2-Handed Weapons	25
Light Armor	50
Heavy Armor	100

BASIC EQUIPMENT

Adventurer's Kit	50
Alchemist Kit	85
Arrows or Bolts (12)	10
Backpack (empty)	2
Barrel, wooden	1
Belt pouch	2
Blanket or bedroll	1
Block and tackle	5
Boat, river	500
Boat, large	1000
Book (50 pages, blank)	1
Bottle, wine	4
Box, small	10
Box, large	30
Candles (10)	1

Cards (Full Deck)	10
Cart, small	55
Cart, wagon	200
Case, map or scroll	1
Cask, wooden	1
Chest, small	2
Chest, large	4
Crowbar	2
Crystal Ball	100
Flask or Vial	1
Flint and steel	2
Grappling hook	1
Hammer	5
Holy symbol (silver)	20
Holy water (flask)	25
Ink (1 oz. vial)	8
Manacles w/key	5
Pot	1
Ladder, 10-foot	1
Lantern	9
Lock	20
Mirror	25
Oil (1-pint flask)	1

Parchment (10) & Quill	2
Pickaxe	15
Pole, 10-foot wooden	1
Raft or Canoe	30
Rations (per day)	1
Rope (10ft)	1
Chain (10ft)	50
Sack	2
Saddle, Tack, & Harness	25
Ship (2 mast)	12,000
Ship (3 mast)	30,000
Spade or shovel	2
Spikes (12)	5
Spyglass	1000
Stakes, wooden (10)	1
Survival pack	10
Thieves' tools	30
Torches (12)	1
Water/Wineskin	1
Whistle	1
Wine (2 pints)	5
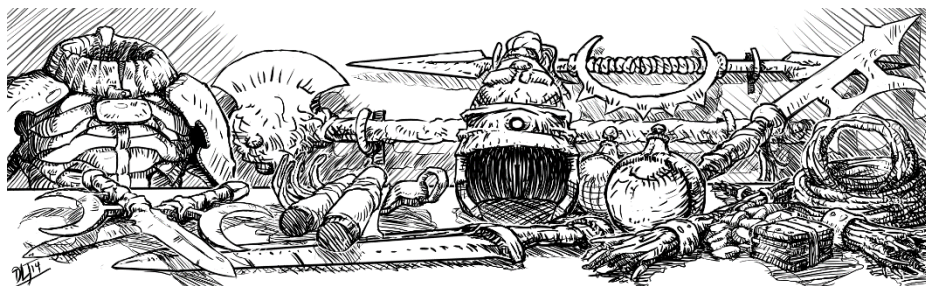
Appendix F: Sample Characters

NPC Templates

There are 3 basic levels of NPC -- Mook, Regular, and Elite. You can modify them endlessly. You can also make an NPC exactly as you would make a PC. These will be the most advanced type of NPCs. You can also apply a tag, racial or otherwise.

Mook Fighter
Fighter: +4
Adept: +2
Scholar: +2
HP = 2

Mook Adept
Fighter: +2
Adept: +4
Scholar: +2
HP = 2

Mook Scholar
Fighter: +2
Adept: +2
Scholar: +4
HP = 2

Regular Fighter
Fighter: +4   Fighter Skill
Adept: +2
Scholar: +2
HP = 10

Regular Adept
Fighter: +2
Adept: +4   Adept Skill
Scholar: +2
HP = 8

Regular Scholar
Fighter: +2
Adept: +2
Scholar: +4   Scholar Skill
HP = 6

Elite Fighter
Fighter: +5   Fighter Skill
Adept: +4
Scholar: +3
HP = 14

Elite Adept
Fighter: +4
Adept: +5   Adept Skill
Scholar: +3
HP = 13

Elite Scholar
Fighter: +3
Adept: +4
Scholar: +5   Scholar Skill
HP = 10

Max Musterson, Sword for Hire

Fighter: +5
Adept: +4
Scholar: +3

HP: 14
Edge: 3

Skills:
Athletics
Stealth
Fighting

Tags:
Charge

Gear:
Light Sword
Light Crossbow
Adventurer's Pack

Denise, Aspiring Sorceress

Fighter: +3
Adept: +5
Scholar: +4

HP: 10
Edge: 3

Skills:
Magic
Awareness
Interaction

Tags:
Nullify

Gear:
Crystal Ball
Tarot Deck
Alchemist Kit