

FABRICATED VENTURERS

A CLASSLESS HACK FOR VIEJA ESCUELA

Attributes

Roll 3d6 seven times, record the results, then assign the scores as you see fit. 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	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Define Your Background

In one sentence, describe what your character was doing before answering the call of adventure; if fantasy races are allowed in this setting, you may declare one in this statement.

A human soldier on the northern front, an acolyte in the Great Temple of Curias, a high-elven custodian at the Great Purple Library, a nomadic halfling hunter of the Kuanda, and a pirate off the Landar Coast are a few examples.

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.**

Choose Your Talents

All characters begin with four Talents at Level 1.

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.

All characters begin proficient in simple weapons and leather armor.

Additional Traits

- **Movement (MOV)**
Characters begin with a MOV of 10. 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 (x2 if running). Taking the talent **Fleet of Foot** improves this.
- **Hit Points (HP)**
Characters begin with $6 + CON$ modifier Hit Points at first level and a d6 Hit Die. Taking the talent **Solid Build** improves this.
- **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.

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	Adventurer Progression		
	ATK	INS	MP
1	+0	+1	1
2	+1	+2	2
3	+1	+3	4
4	+2	+4	5
5	+2	+5	7
6	+3	+6	8
7	+4	+7	10
8	+5	+8	12
9	+6	+9	14
10	+7	+10	15
11	+7	+11	17
12	+8	+11	19
13	+9	+11	20
14	+9	+11	22

TALENTS

Accurate Blow

Rolling a natural 18, 19, or 20 on an attack roll counts as a Critical Hit.

Acrobat

You have Advantage on tests of balance, tumbling, scaling walls etc.

Adaptable

You can adapt to any surrounding or situation. +1 INS.

Ambush

+1d6 Damage on a successful Sneak Attack.

Cantrip

You know a specific spell (of 1 MP value) that you can cast once per hour.

Charmer

You have Advantage on any Communications test to persuade or influence another person.

Deadly Aim

+1 Attack Bonus on all Ranged Attacks.

Dodger

You may spend an action to anticipate and try to evade the next attack made against you, adding your INS to your DEF score.

Favored Enemy

Choose a keyword to describe a type of monster or faction (ex: Goblins, Giants, Dragons, Cultists, etc). You have Advantage on rolls against your chosen favored enemy.

Favored Environment

Choose a keyword to describe a type of setting (such as Forest, Urban Areas, Dungeons, Coastline etc). When in that environment, skill rolls related to it are at Advantage.

Fight with (X)

Replace X with one: *one handed weapon & shield, two weapons, two-handed weapons, ranged weapons or no weapons.* +1 to your Attack bonus and your damage in this fighting style.

Frenzied Attack

You can choose to make a Frenzied melee attack. Doing so is at a Disadvantage, and opponents gain Advantage this round to attack you. However, a successful Frenzied Attack counts as a Critical Hit.

Fleet of Foot

Your base MOV score is now 12.

Gumption

You lead an intense life. You gain one additional Background.

Heavy Armor Training

Platemail does not encumber you or penalize your movement.

Infravision

You can see ahead in the dark by 20 yards. Vision is based on heat given off by objects.

Keen Senses

You have Advantage based on Sight or Hearing.

Magical Ability

You can spend Magic Points to cast Spells.

Magical Servant

A small creature or spirit 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.

Martial Artist

Your unarmed attacks deal 1d6 damage.

Multiple Strikes

Make another attack as soon as you defeat an enemy. You can use this talent as many times as your level per round.

Nimble Fingers

You have Advantage in any Manipulation test that requires precision (e.g. picking locks, trap setting/disarming or pickpocketing).

Patron

You've made a pact with a supernatural entity (a God, Demon, Spirit, Immortal etc). In exchange for servitude, you are blessed with a relic to aid you. Should you forsake the pact, the item will become lost and you may be cursed.

Polyglot

You are fluent in multiple languages, and have Advantage on rolls to decipher foreign script or spoken words.

Read Magic

You are able to read magical scripts and tomes. You can cast spells from scrolls up to your level.

Sneaky

You have Advantage on Stealth tests to move silently and hide.

Solid Build

You gain +2 HP at first level, and your Hit Die is now a d8.

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.

Transfer Essence

You can sacrifice 3 HP to gain 1 MP.

Warrior Training

You are proficient in all Weapons and Armor.

Weapon Specialist

Choose a specific weapon (Battle Axe, Two-Handed Sword, etc). The damage die of that weapon goes up one step (ie: 1d6 becomes 1d8, 1d10 to 1d12 etc).