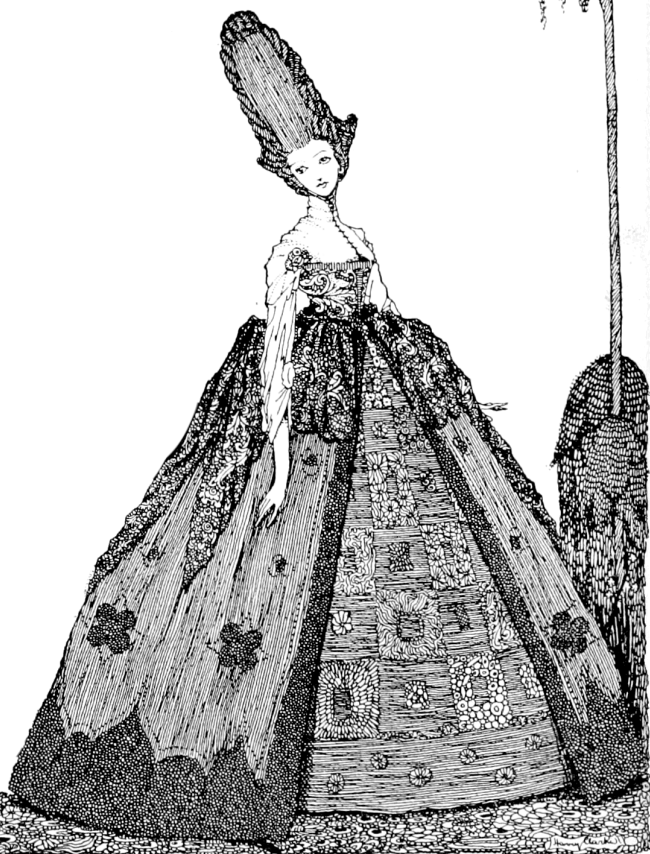
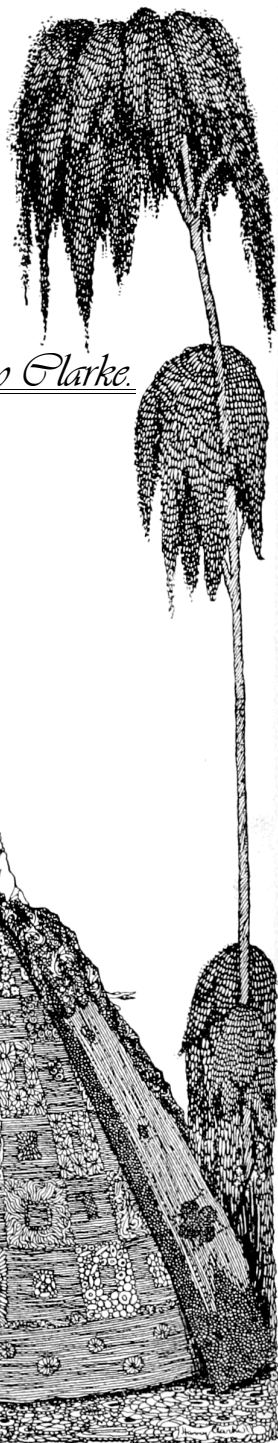


*Tales of the  
Macabre & Peculiar*

*A dark fairy-tale R L G by Caregirl.*

*Illustrated from beyond the grave by Harry Clarke.*



## Introduction & Stuff

So I wrote WP&WS, and that's me taking my idea of basic D&D and making it stonaged. And I'm making one that's the same engine but for world-of-darkness style urban fantasy with vampires and druggie witches and shit. Here's the engine stripped of all the fluffy bits and made generic, so you can hack it for your own games set in wherever. It's like 30 pages of a5, so even the thickest of players can read it and play.

Maybe I'll put this in a dirt-simple PDF so you can print it out for your lazy-ass players. You should maybe chuck me a couple of bucks when you do, 'cos I'm poor. Hey, it's 4AM and I'm slightly drunk and writing D&D&D (it's even D&Dier because of the extra D), so don't expect concrete plans from me.

This is that PDF. I'm making this so there's a system for me to run The Gardens of Ynn & The Stygian Library and other stuff in. Maybe you like it. Maybe you run games with it.

## What To Expect

This system is made to be dirt fucking simple. Mostly, you just need to know the numbers on your sheet and what they mean - the GM will tell you when and what to roll.

You want to be engaging with things in terms of in-world actions, not mechanics. Like, say 'I want to hide in the long grass' not 'I roll stealth'. If your idea is good enough, the GM will probably let it succeed without a roll. If the idea is fucking stupid, then it will fail without a roll and maybe bad shit will happen because you did a stupid. Only when stuff's in doubt do you actually need to roll.

The rules are tools for the GM to make decisions when things are tense or uncertain. The GM can ignore, hack and abuse the rules as much as they want. If you don't

trust the person GMing to not be a dick, why are you playing with them?

The game's pretty unforgiving. You'll probably die a lot, particularly at first (because you're new to it, and your PC is first level and so extra-squishy). That's fine. Making a new PC is pretty fast. Eventually, a PC will survive the early vulnerable bit, and get to feel special.

Characters that survive will likely get fucked with. They'll get scars and go mad and mutate. But that's cool because they also get levels and magic swords and shit like that, so it balances out.

Remember that this shit's a game, and the game is probably about exploring. Play PCs who want to explore and who want to work with the rest of the party. 'It's what my character would do' is a bullshit excuse for doing something annoying or disruptive; it's your character, you get to decide what they'll do. Come up with a reason why they play the game.

Metagaming is not the ur-evil people seem to think it is, so long as it's not being done to disrupt the game. You can totally explain how your PC knows about something they've not seen in play yet; it's either a lucky guess or they've read about it in a book once.

The same goes for treasure: since treasure is how you get XP, you won't level up unless you get treasure. So find a reason to want treasure; maybe you wanna get rich, or put it in a museum, or study it, or give the wealth to the poor, or whatever.

Remember: the world you're about to explore is not fair. It's not like some games where everything is there to be a nice challenge for your skills. It's also not like those games where the important thing is story arcs and character development.

The GM will be running the world like it was real. Some stuff in it is bigger and stronger and nastier than you. Fight dirty against it or run away; the GM won't pull their punches if you're in harms way.

## About the Setting

This is basically for running The Gardens Of Ynn and The Stygian Library in, although your GM might use it for other stuff too. The game's setting will start out in the 'mundane world' of 18th - 19th century England.

This is pretty much as historical. Magic isn't taken seriously and neither are miracles, although various cults, secret societies or weirdos will tell you otherwise.

It's a just a historical setting to keep it familiar; this shit is still a fantasy adventure game, so you'll be encountering magic and monsters and all that. Being historically accurate isn't as important as keeping the game moving.

Back in the day, we used to be massive racists, shitty to women, and so on. Any sensible group will ignore all that crap; you're playing to go on ADVENTURES not to experience a bleak and harrowing exploration of Humanity's Inner Cruelty.

Worth remembering, too, that adventurers tend to be social outcasts and weirdos. If you're not gonna behave like the Victorians expect a Proper Lady to, then being a murderhobo is a good refuge.

You may be wondering why 19th century PCs are running around with in plate armour. Here's some explanations:

- ◇ They're rich and eccentric
- ◇ They stole them
- ◇ It's the partial cavalry armour of the period; cuirassiers were common on European battlefields up to the 18th century.

Or make some shit up. You're playing D&D, use your imagination.

That goes for most stuff. Based off the various details you've rolled up for your PC, put together a picture of who they are. There's bound to be some interesting quirks in there.

## Design Goals

Stuff I wanted to achieve with this particular hack:

- ◆ A sense of atmosphere that fits the dark fairy-tale aesthetic I like in my games. Whimsy and dread rather than high fantasy or grindhouse horror.
- ◆ Broad compatibility with other OSR products and modules. If a module mentions a 'level 3 fighter' that needs to refer to something in this system. It doesn't need to use the same exact mechanics, but translating to other OSR games should be simple.
- ◆ Character gen with minimal decision making, that's very fast to complete. The choices in character creation are about fluff and personality, not mechanics. Into the Odd was a big inspiration here.
- ◆ Mechanical simplicity for the basic procedures.
- ◆ Combat that's not too lethal, but still has consequences. Horrible wounds rather than instant death.
- ◆ Magic that's risky and weird, fitting the fairy-tale feel. Magic feeling meaningfully different between different classes.
- ◆ Exploration and interaction as much a focus as combat or plot.
- ◆ To cater to my peculiar tastes regardless of conventional wisdom, OSR purity or industry common sense.

## Character Creation

You start at level 1, with 0 XP. Note this down. Hopefully, both those numbers will go up.

Roll 3d6 6 times in order for your base attributes. These give you your six stats; strength, dexterity, constitution, intelligence, wisdom, charisma.

Record your modifiers. These depend on the stat's value.

*If it's 3 (or less), it has a -3 mod.*

*If it's 4 or 5, the mod is -2.*

*If it's 6, 7 or 8, the mod is -1.*

*If it's between 9 and 12, there's no mod.*

*If it's 13, 14, or 15, the mod is +1.*

*If it's 16 or 17, the mod is +2.*

*If it's 18 or more, the mod is +3.*

If the attribute changes, so does the modifier, and everything that mod has adjusted.

Wisdom is basically for perception, but I'm calling it wisdom still for compatibility purposes.

### Class:

Now determine your class. Which class you are depends on your highest attribute. If two attributes are tied, you get to pick.

If strength is your best attribute, you're a Fighter, the best class in combat.

If dexterity is your best attribute, you're an Expert, and so better at solving problems out of combat than other characters.

If constitution is your best attribute, you're a Survivor, and so really fucking tough.

If intelligence is your best attribute, you're a Magician, able to cast a limited number of powerful spells, each of which should be enough to solve an encounter by itself.

If wisdom is your best attribute, you're a Cleric, with access to a small number of miracles that help protect and heal your allies.

If charisma is your best attribute, you're a Psychic, and have a useful power you can use whenever you want.

Next up is hit-points. Roll a d6 and add your constitution modifier. You get that many HP. Survivors get an extra 5 HP.

When you take damage, lose that many HP. When you hit 0 HP, you're basically fucked.

Record your to-hit bonus. This is your dexterity modifier (for ranged attacks) or your strength modifier (for melee attacks). You add your strength to all damage rolls. Fighters get a bonus to hit and damage.

Record your saving throw. This succeeds on a score of 16+ on a d20. Survivors have a save of 11+ instead of 16+. You'll be able to add a relevant attribute modifier, such as Constitution when avoiding poison.

Each class is better at some sort of saving throw. You improve your save by 2 against the thing you're good at.

Each class has perks, explained these on its own page, but in short:

Fighters get improved hit-rolls and damage, and can follow through in combat.

Experts have extraordinary skills, and can pick an area of specialisation where those skills are even better.

Survivors get better saves, more HP, and a single extraordinary skill.

Magicians have a spellbook, with two spells in it that they can cast.

Clerics can use miracles if God allows it.

Psychics have a single psychic power that always works.





## Equipment.

What equipment you start out with is determined by your class and stats. Look at the value of your best attribute, your HP roll, and which stat is second-best. Each of these will give you some equipment.

Armour sets your AC to a given value.

- ◇ Plate Armour makes your AC 16 plus your dex modifier.
- ◇ Chain Armour (and other partial metal armour) makes your AC 14 plus your dex modifier.
- ◇ Leather Armour (and other protective clothing) makes your AC 12 plus your dex modifier.
- ◇ A Shield uses one hand and gives you +1 AC.

Weapons do varying damage and have a few quirks but fall into a few broad categories.

- ◇ Light Weapons (like knives) do d6 damage (plus strength mod) and can be used while wrestling etc.
- ◇ Hand Weapons (like swords, hammers and axes) do d8 damage (plus strength mod) .
- ◇ Two Handed Weapons (like claymores and greataxes) do d8 damage (plus strength mod) and need two hands to use.
- ◇ Spears & Polearms ) do d8 damage (plus strength mod), need two hands to use, and can fight in a second rank.
- ◇ Throwing Weapons do d6 damage (plus strength mod) and can be used at range.
- ◇ Bows & Slings do d8 damage (plus your strength mod), and need a free hand to load and fire.
- ◇ Crossbows do d8 damage and need two hands to use.
- ◇ Pistols do d10 damage and don't work when wet etc.
- ◇ Rifles do d12 damage, need two hands to use, and don't work when wet etc.

Other Equipment might give you some sort of advantage if you use it in the right circumstances. In particular:

- ◇ Bombs, Bear Traps & Poison (etc) all do d12 damage to their victim, if the victim fails their save.
- ◇ Specialist Equipment such as lockpicks, surgeon's tools, etc are required for some tasks. Without them, you get disadvantage on relevant rolls.

## Final Touches

At this point, you're basically done. The last touches are:

- ◇ Armour Class, which is set by the armour you wear, or else 10 plus Dex Modifier if unarmoured.
  - ◇ You can carry 10 items, plus your strength modifier, before it weighs you down. You can't carry more than 20 plus your strength mod.
  - ◇ A Name. Come up with something sensible.
  - ◇ A reason why you're adventuring.
  - ◇ One other interesting fact about your PC.
- And then you're ready to start play.

### Option: Fairy Blood

If your stats are shit, you can choose to have fairy blood. Invert all your stats according to this list:

3 : 18

4 : 17

5 : 16

6 : 15

7 : 14

8 : 13

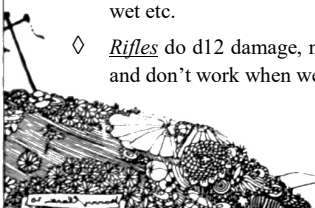
9 : 12

10 : 11

And visa versa.

You must flip all your stats in this way if you have fairy blood.

A character with fairy blood takes double damage from any iron weapon. They might be a changeling or have distant fairy ances-



## The Fighter (Whose Strength is Highest)

Hit Points: d6

Saving Throw: 16+, or 14+ vs Area Attacks (such as fireballs, dragon breath, lightning etc).

Other Perks: You add your level to all rolls to hit and to damage! So, +1 to hit and damage at 1st level.

You can *Follow Through* in combat. If your attack drops your victim to 0HP or otherwise take them out of action, you get to make another attack immediately. You can do this as many times each round as your level.



Your starting gear is determined by your stats.

Look up your Strength, HP and second-highest

Attribute on the list below to see what you get.

Strength Score:

- 9 (or less) Knife, Tinderbox, 3 Bombs
- 10) 2 Duelling Pistols, Ammunition, Pocket Watch
- 11) Marksman's Rifle, Ammunition, Spy-glass
- 12) Cavalry Sabre, Pistol, Ammunition
- 13) Longbow, Arrows
- 14) Polearm, 2 flasks of Oil
- 15) Axe, 5 Throwing Weapons
- 16) Rapier, 5 Candles
- 17) Two-handed Sword
- 18) Flail

HP:

- 1) Plate armour and Shield
- 2) Plate armour
- 3) Chain armour and Shield
- 4) Chain Armour
- 5) Leather Armour
- 6) Fashionable Clothes

Your second-highest stat gives you something extra:

*Dexterity 2nd highest:* Rope & Grappling Hook

*Constitution 2nd highest:* 5 Doses of Poison

*Intelligence 2nd highest:* Engineer's Tools

*Wisdom 2nd highest:* Lantern, 10 Matches

*Charisma 2nd highest:* Officer's Dress Uniform, Impressive Rank & Title



## The Expert (Whose Dexterity is Highest)

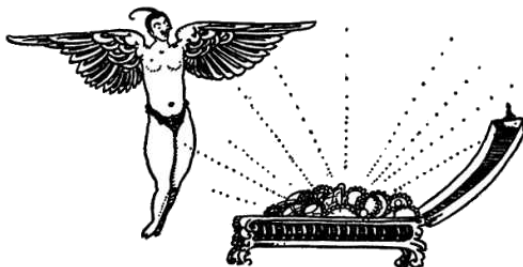
Hit Points: d6

Saving Throw: 16+, or 14+ vs Devices (such as traps, magic items, etc).

Other Perks: You have an *Extraordinary Skills!*

If you fail the normal skill roll to do something (or normal people wouldn't get a roll at all because the task is too hard), you can roll again with a d10; if you get your level or less, you succeed.

You also have an area of particular expertise. Pick an area for your talent, such as *charm*, *stealth*, *detective work*, *sensing the unnatural*, *acrobatics*, or *medicine*. (You should run your choice of skill past the GM to make sure that it's not horribly OP and that it will actually have some use in the game). You get to roll for Extraordinary Skills with a d6 rather than a d10 if it's for this area of expertise.



Your starting gear is determined by your stats.

Look up your Dexterity, HP and second-highest

Attribute on the list below to see what you get.

Dexterity Score:

- 9 (or less) Lockpicks, 5 Flasks Oil, Lantern
- 10) Spyglass, Bomb
- 11) First Aid Kit, 10-foot Pole
- 12) Engineer's Tools, 10 Iron Spikes
- 13) Rope, Grappling Hook
- 14) Bear Trap, 5 Torches
- 15) Lockpicks, 10 Snares
- 16) Lockpicks, Magnifying Glass
- 17) Rope
- 18) Crowbar

HP:

- 1) Chain Armour
- 2) Leather Armour and Shield
- 3) Leather Armour and 5 matches
- 4) Leather Armour
- 5) Camouflage
- 6) Fashionable Clothes

Your second-highest stat gives you your weapons and maybe something else:

*Strength 2nd highest:* Rapier, Knife

*Constitution 2nd highest:* Two-handed Axe

*Intelligence 2nd highest:* Surgeon's Tools, Knife

*Wisdom 2nd highest:* Rifle, Bayonet, Ammunition

*Charisma 2nd highest:* Pistol, Ammunition, Disguise Kit



## The Survivor (Whose Constitution is Highest)

Hit Points: d6+5

Saving Throw: 11+, or 9+ against Poison (*and sickness etc*).

Other Perks: You have an Extraordinary Skill!

Pick an area for your talent, such as *chases, stealth, wilderness skills, sensing the unnatural, engineering, or medicine*. (You should run your choice of skill past the GM to make sure that it's not horribly OP and that it will actually have some use in the game). If you fail the normal skill roll to use your extraordinary skill (or normal people wouldn't get a roll at all because the task is too hard), you can roll again with a d10; if you get your level or less, you succeed.



Your starting gear is determined by your stats. Look up your Constitution, HP and second-highest Attribute on the list below to see what you get.

Constitution Score:

- 9 (or less) Rifle, Bayonet, Ammunition, 10 Iron Spikes
- 10) Crossbow, Bolts, Grappling Hook
- 11) Pistol, Ammunition, Bear Trap
- 12) Longbow, Arrows, Poison
- 13) Sling, Stones, 5 Snares
- 14) 5 Throwing Knives
- 15) Lantern, Tinderbox
- 16) Rope & Grappling Hook
- 17) Shovel
- 18) Crowbar

HP:

- 1) Plate Armour and Shield
- 2) Plate Armour
- 3) Chain Armour and Shield
- 4) Chain Armour
- 5) Leather Armour and Shield
- 6) Leather Armour

Your second-highest stat gives you your weapons and maybe something else:

*Strength 2nd highest:* Two-handed Axe

*Dexterity 2nd highest:* Cutlass

*Intelligence 2nd highest:* Spear

*Wisdom 2nd highest:* Hand-axe

*Charisma 2nd highest:* Flail



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## The Cleric (Whose Wisdom Is Highest)

Hit Points: d6

Saving Throw: 16+, or 14+ against Instant Death (anything that, if the save was failed, would result in you immediately dying for whatever reason).

Other Perks: You can create miracles!

Cleric magic is unreliable and pushes you to behave in ways your God approves of. The more miracles you try to perform, the more your deity requires of you in return.

You can perform miracles as often as you want: simply pray and hope that your prayers are answered. Roll a d6, and if the result is your level or less, the miracle happens. A six always fails. If you fail (rolling higher than your level, or a six), instead roll for The Fickle Whims of The Divine.

All Clerics start out knowing the same set of miracles:

1. *Cure Sickness.* Cures a disease/poison and all related symptoms, instantly.
2. *Cure Wounds.* Heals d6 damage.
3. *Detect Unholy.* Know for sure if something is unholy, and if so in what way.
4. *Sanctuary.* Bless a subject, the blessing lasts 1 turn. Enemies wishing to attack the victim must save or waste their action.
5. *Turn Away Undead/Unholy.* Victims must save or be unable to approach the caster. Affects all in range. Lasts 1 turn.

You should agree with the GM who exactly it is that you worship; this is probably the Abrahamic God, but could be some other mysterious patron.

Your starting gear is determined by your stats. If you're not playing a Christian cleric (you might be Jewish, Zoroastrian, Islamic, Mithraic, or worshipping *something else*), substitute an appropriate icon of your faith in place of a crucifix.

Wisdom Score:

9 (or less) Crucifix, 2 Flasks Holy Water, Handcuffs

10) Crucifix, Pistol, Ammunition

11) Crucifix, Lantern, Tinderbox

12) Crucifix, Surgeon's Tools

13) Crucifix, 10-foot Pole, Flask of Holy Water

14) Crucifix, Bell, 3 Candles

15) Crucifix, Mirror

16) Crucifix, Empty Book, Writing Tools

17) Crucifix, 5 Candles

18) Crucifix

HP:

1) Plate Armour & Shield

2) Plate Armour

3) Chain Armour

4) Shield

5) Formal Vestments & Position in Church Hierarchy

6) Fashionable Clothes & Explanatory Pamphlets

Your second-highest stat gives you your weapons and maybe something else:

*Strength highest:* Hammer

*Dexterity highest:* Pistol & Ammunition

*Constitution highest:* Flail

*Intelligence highest:* Crossbow & Ammunition

*Charisma highest:* Polearm





# The Magician (Whose Intelligence is Highest)

Hit Points: d6

Saving Throw: 16+, or 14+ vs Paralysis (such as spells, magic abilities, curses etc).

Other Perks: You can cast spells!

You start out with a spellbook containing 2 spells. Roll a d30 (or improvise with a d6 and a d10) for what they are. Fluff your spells however makes sense for the type of character you want to be.

With your spellbook you can either cast a spell (taking a turn to do it), or memorize the spell: this takes a turn, and 'hangs' the spell almost complete. You can have 1 spell memorized at a time, per level. You can finish casting a spell that you memorized instantly.

You can put new spells in your spellbook if you can study them. Doing this requires an intelligence skill roll and a magical ingredient. If the translation roll is failed, a Magical Fuckup happens.

Most other games give spells 'levels'. Ignore 'em. Some spells are better than others, and the GM just doesn't put spells in the game they don't want.

You can cast experimental magic. This lets you make a spell do something it wouldn't normally: it's effect is inverted, applied to a different target, condensed, stretched out or used for something weird. The spell can't just be made better at what it already does. When you do experimental magic, make a Saving throw vs Magic. If the roll is failed, the spell is wasted, and a Magical Fuckup happens. Roll on the big table later in the book for what bad thing happens

Your starting gear is determined by your stats. Look up your Intelligence, HP and second-highest Attribute on the list below to see what you get.

Intelligence Score:

- 9 (or less) Writing Tools, Handcuffs
- 10) Writing Tools, Pocket Watch, Lockpicks
- 11) Writing Tools, Spyglass, Empty Book
- 12) 10-foot Pole, Chalk, Charcoal, Empty Book
- 13) Writing Tools, Lantern, Magnifying Glass
- 14) Writing Tools, 2 flasks of Oil
- 15) Writing Tools, Tinderbox
- 16) 5 Candles, Magnifying Glass
- 17) Glue, Solvent
- 18) Mirror

HP:

- 1) Plate Armour
- 2) Leather Armour
- 3) Engineer's Tools
- 4) Surgeon's Tools
- 5) Disguise Kit
- 6) Rope & Grappling Hook

Your second-highest stat gives you your weapons and maybe something else:

*Strength 2nd highest:* Quarterstaff

*Dexterity 2nd highest:* Pistol & Ammunition

*Constitution 2nd highest:* Flail and Shield

*Wisdom 2nd highest:* Five Throwing Knives

*Charisma 2nd highest:* Rapier and Shield



## 30 Spells

1. *Alter Emotions*. 1 target/level. Target experiences the emotion of your choice when you cast the spell; fear, hunger, regret etc. Save resists.
2. *Animate dead*. Turns a corpse into a zombie (a 1HD undead monster). You can have 1 such zombie per level.
3. *Charm...* Pick people, plants, animals, spirits, undead or something else. Target becomes your friend (save to resist). You or your allies being a dickhead to it, attacking it, etc. will end the effect.
4. *Command*. Make a 3-word command. Victim makes a saving throw, and if they fail obeys you.
5. *Detect...* Choose undead, magic, poison, traps, lies, illusions etc. when you pick this spell. Detects that thing.
6. *Disguise Self*. You change your appearance. Can be fuckin' anything. Lasts 1 turn per level.
7. *Dispel magic*. Ends a magical effect. Things relying on that magic to exist get a saving throw to ignore the spell.
8. *Enlarge*. Target doubles in size. +3 damage for creatures, -3 AC. +1 vandalism, athletics.
9. *Fortune Telling*. Ask the GM a single question, get a yes-or-no-or-N/A answer. 1-in-10 chance the answer is actually inaccurate.
10. *Hold...* Choose people, undead, animals, spirits or something else for what this spell targets. Victim must save or be paralysed for 1 round per level.
11. *Hurl Through Time*. 1 victim blinks out of existence, and returns after 1 round/turn/day/month/year/century as if nothing happened. Victim makes a save vs magic. If they fail, you choose the duration, if they pass, they get to choose.
12. *Illusions*. Creates illusions that do whatever you want. Look, sound, smell real, but no physical presence. If disbelieved, instantly vanish. Illusion lasts 1 turn per level.
13. *Invisibility*. Something becomes invisible for 1 turn per level. Violence/other dramatic acts end the spell early.
14. *Magic Circle Against...* Pick what you protect from (fire, undead, plants, etc) when you take this spell. You can draw a circle on the ground, 15 feet across. The thing you protect against can't cross into that circle at all. Lasts 1 turn per level.
15. *Magic Missile*. Deals d6 damage, +1 per level, no save allowed. When you get this spell, pick what type of damage it is (fire, electricity, aging, poison, mutilation, etc)
16. *Message*. Carries a message to somebody, and their reply back to you.
17. *Protection From...* Pick what you protect from (fire, mind control, poison, etc) when you take this spell. The subject is immune to that thing. Lasts 1 turn per level.
18. *Scry*. Look at a distant place through a reflective surface. Must be somewhere you can accurately identify, either you've been there or you know lots about it. Lasts 1 turn/level.
19. *Shape...* Pick Stone, Plants, Flesh or something else. You can sculpt that substance as if it were soft wax.
20. *Shrink*. Target halves in size. -3 damage for creatures, +3 AC. Advantage to stealth.
21. *Silence*. Suppresses all noise in the area. Prevents spellcasting. Lasts 1 round/level.
22. *Sleep*. 1 Victim/level. Save or fall asleep. Things that don't sleep are immune.
23. *Speak With...* Choose corpses, plants, animals, books or something else when you take this spell. You can talk with it.
24. *Spectral Step*. Allows you to step through a wall or similar as if it is intangible.
25. *Spider Climb*. Walk up walls like a spider. Lasts 1 turn per level.
26. *Suggestion*. Target saves vs magic or else believes a statement you make, acting on it immediately until it's actively disproven.
27. *Turn ... to ...* Choose flesh, stone, mud, glass, iron, water, dust or something else for what you can affect, and then chose another for what the spell turns it into. Affects a single target or an area 1 yard across per level. Creatures get a save to resist.
28. *Unseen Servant*. Lasts 1 turn per level. An invisible force moves things about for you.
29. *Water Breathing*. Immunity from Drowning. Lasts 1 turn per level.
30. *Web*. Covers 5 feet per level. Those in the web must pass a strength check to move or act.

## The Psychic (Whose Charisma is Highest)

Hit Points: d6

Saving Throw: 16+, or 14+ vs Paralysis (and things that prevent you being able to act such as sleep, being turned to stone, etc, but not death or injury).

Other Perks: You have Psychic Powers!

You get one power. Roll a d30 (or improvise with a d10 and a d6) for what your power is. Psychic powers always work. The psychic can use them as often as they wish and need not roll or do anything else to activate them; they just happen. Any mechanical effects of using a power are up to the GM to determine.

As guidelines:

- ◇ Your power can probably produce about as much work as a normal human child would manage.
- ◇ If you'd need to make a skill roll to do something with your hands, you may need to make a similar roll to do it with a power.
- ◇ If you use your power to attack, you might need to roll to hit as normal or force them to make a save to resist it, and it does damage equal to your level.
- ◇ If your power enhances or hinders some other task, it gives a bonus or penalty to a roll (or to a flat value such as AC) equal to your level.

You can double the effectiveness of your power when you use it by pushing yourself too hard (spending 1 HP in the process). Or triple it (spending 2 HP) etc. When you do this, Save vs Magic or else a magical fuckup happens (like for a magician). The spent HP return just like any other damage, but you can't spend hp you don't have once you're on 0.

Your starting gear is determined by your stats.

Look up your Charisma, HP and second-highest Attribute on the list below to see what you get.

Charisma Score:

- 9 (or less) Lantern, Tinderbox
- 10) Magnifying Glass, Writing Tools
- 11) Spyglass
- 12) Rope, Grappling Hook
- 13) Surgeon's Tools
- 14) 10 Iron Spikes
- 15) 3 Doses Poison
- 16) 5 Candles
- 17) Mirror
- 18) Writing Tools

HP:

- 1) Chain Armour
- 2) Leather Armour & Shield
- 3) Leather Armour
- 4) Shield
- 5) Disguise Kit
- 6) Fashionable Clothes & Noble Title

Your second-highest stat gives you your weapons and maybe something else:

*Strength 2nd highest:* Scimitar

*Dexterity 2nd highest:* Pistol & Ammunition

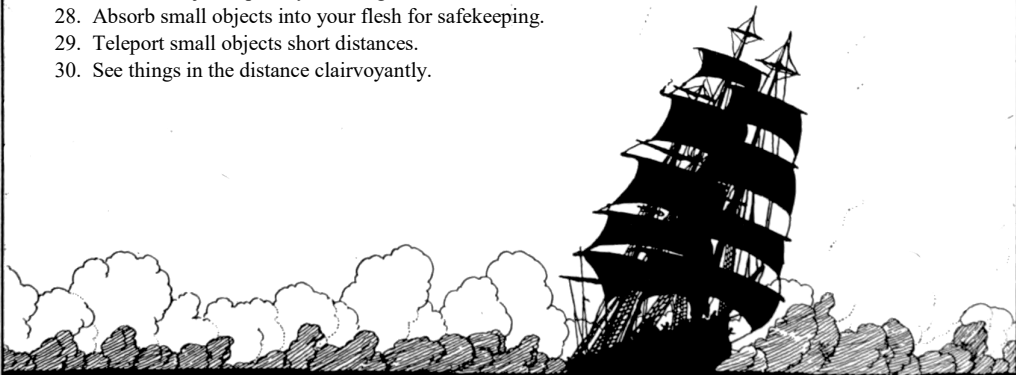
*Constitution 2nd highest:* Axe

*Intelligence 2nd highest:* Rifle & Ammunition

*Wisdom 2nd highest:* Five Throwing Knives

## 30 Psychic Powers:

1. Create/control flames.
2. Create/control electricity.
3. Create /control cold.
4. Create/control darkness & shadows.
5. Move small objects telekinetically. Like using little hands.
6. Create crude pushes of invisible force. Like using a big mallet.
7. Cause others to instinctively fear you.
8. Cause others to become confused & forgetful, vulnerable to suggestion & manipulation.
9. Cause others to behave recklessly & without fear or restraint.
10. Cause others to instinctively admire you.
11. Cause auditory hallucinations.
12. Cause visual hallucinations.
13. See invisible things and penetrate illusions.
14. Create ghostly forms made of ectoplasmic mist, under your control.
15. Compel those who meet your gaze not to break eye-contact.
16. Shape your own flesh.
17. Shape metal like it was clay.
18. Levitate yourself or objects.
19. Sense the true emotions of those nearby & the minds of those hiding from you.
20. Reach your arm & things held in it through solid objects as if that object were intangible.
21. Totally resist magical mind-control.
22. Instinctively detect the presence of magic and its rough type.
23. Cause objects to rot/decay rapidly.
24. Fade from the attention of others. Not invisible, just not noticed.
25. Interact with intangible/ghostly things as if they were physical.
26. Understand any spoken language.
27. Sense an object's past by touching it.
28. Absorb small objects into your flesh for safekeeping.
29. Teleport small objects short distances.
30. See things in the distance clairvoyantly.



## Basic Rules

### Time:

An exploration turn is 10 minutes. An exploration turn lets you explore a room, go down a corridor, etc. A combat round is 10 seconds, long enough to attack once. *These are different, jeez people.*

You all know how long a day is.

A combat round is enough time to do 1 thing in a fight or other action scene. An exploration turn is enough time to do basically 1 thing outside of fights.

### Advantage and Disadvantage:

If a task would be easier than normal when you roll, roll twice and take the better result. If the task would be harder than normal, roll twice and take the worse result.

Advantage and disadvantage cancel each other out on a 1-for-1 basis.

### Skill rolls

Normally, when a task is difficult and it's not clear if you succeed, you'll have to make a skill roll to see if you succeed. Roll a d20, and if it's equal to or under the relevant attribute, you succeed.

Some tasks are too hard for normal people, and you don't get an attribute roll, failing automatically.

Experts have *Extraordinary Skills*. If they fail the attribute roll, or the task is too hard for a normal person, the Skill Expert gets a second chance. If they can roll their level or less on a d10 (or d6 if its their area of expertise), they succeed. Survivors likewise get this second chance in some area.

### Attributes for Skill Rolls:

Strength: Sprinting, climbing maybe, jumping wide gaps, breaking down doors.

Dexterity: Sneaking, climbing maybe, sleight-of-hand, getting out of restraints, wriggling through tight spots.

Constitution: Resisting pain, long-distance running.

Intelligence: Medicine, translating codes or weird languages, picking locks, engineering,

Wisdom: Noticing an ambush, reacting to things in time, spotting a deception, following tracks, foraging food.

Charisma: Making a good impression, getting away with a lie, scaring off enemies, calming animals.

### Saves:

Saves work like skill rolls. Roll 16+ on a d20 to succeed (11+ if you're a survivor), a bad thing happens if you fail. You add an attribute modifier to the d20 roll. Which attribute you're using depends on the nature of the threat, the GM will tell you which to use.

Strength: Paralysis, petrification, webs, snares and anything else that prevents you moving.

Dexterity: Dragon breath, fireballs, lazer-beams and other area attacks.

Constitution: Poison and sickness.

Intelligence: Traps, magic items and other devices.

Wisdom: Spells, supernatural effects and other magic.

Charisma: Mind control & Instant death.

Some books give this an entire page of its own, can you believe it?



### Movement Speeds:

How fast you move depends on the situation. In combat, you'll make rapid bursts of movement, sprinting and darting: you can move 40 feet in a combat round. Exploration tends to be slower and more careful, since you're presumably investigating the surroundings as you go, making rough maps, and so on. Each exploration turn, you can go 120 feet. When traveling overland over the course of a day, you'll need to stop for meals and so on, but cover 12 miles in a day.

If you're moving recklessly, you go twice as fast but the GM has free reign to punish you because you're being reckless.

If you're heavily laden (*as a rule of thumb, carrying more than 10 + str mod items, counting groups of small things like arrows as 1 item, and discounting light items altogether*), you move at half speed. If you're doing something else that would slow you down, such as foraging, sneaking, covering your tracks or whatever, you move at half speed.

### Languages & Translation

Everybody speaks English fluently, and can read and write it.

When a new language is encountered, every PC has a chance to be able to speak and understand it.

Roll an Intelligence skill roll with disadvantage.

## Encounters.

The party picks a leader. Use their skill rolls for everything. It's just a rules thing, they aren't in charge, we just care about their stats more.

## Surprise.

Roll a wisdom skill check; if you fail, you're caught by surprise.

If you're moving sneakily, maybe roll a dexterity skill check: the monsters are surprised if you pass.

It's possible for both sides or neither to be surprised.

## Reactions.

When in doubt, roll a charisma skill check. If you pass, they'll talk, if you fail they're hostile.

## Initiative.

If it's obvious one side has an advantage (surprise, defending barricades, etc etc) they get to go first. Otherwise, the leader flips a coin to see if they get to go first. First everybody on one side goes, then everybody on the other. Keep alternating until the fight ends.

## Attacking.

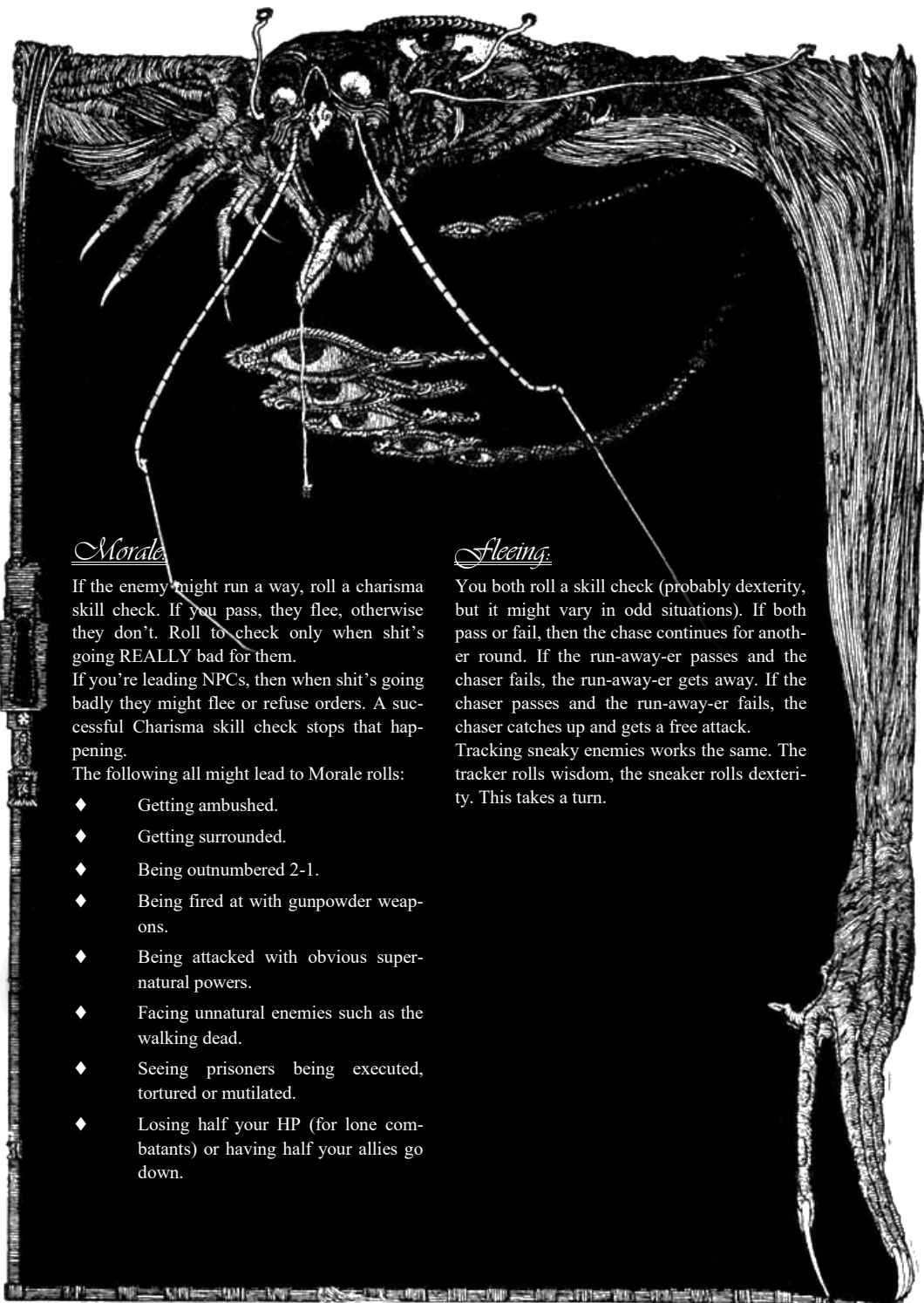
Roll  $d20 + \text{attack mod}$ . You hit if you get the victim's AC or better. Roll damage based on weapon type. That's how many HP they lose. A 20 to hit deals double damage. An attack from ambush deals double damage.

Unarmed attacks deal d4 damage.

## Combat actions.

- ◆ Attack. Roll to hit and then damage if you hit.
- ◆ Move and attack.
- ◆ Draw/drop an item and attack.
- ◆ Fight defensively. +2 AC, -2 to hit.
- ◆ Fight recklessly. +2 to hit, -2 AC.
- ◆ Aim. Do nothing this turn. Next turn, +4 to hit.
- ◆ Parry. Don't attack, +4 AC.
- ◆ Sneak attack. Roll a dexterity skill check to see if you can get behind them or into cover. Your next attack does double damage if you succeed.
- ◆ Cast a spell, perform a miracle or use a psychic power. See the magic section.
- ◆ Make a healing (int) roll to stop yourself or an ally bleeding.
- ◆ Wrestle. You roll  $d20 + \text{strength mod}$ . They roll  $d20 + \text{something}$ . If you win, you get to grab them, take something they're holding, make an attack vs them, damage them if you're already wrestling (regardless of who's winning) or pin them if they were already grabbed.





### Morale

If the enemy might run a way, roll a charisma skill check. If you pass, they flee, otherwise they don't. Roll to check only when shit's going REALLY bad for them.

If you're leading NPCs, then when shit's going badly they might flee or refuse orders. A successful Charisma skill check stops that happening.

The following all might lead to Morale rolls:

- ◆ Getting ambushed.
- ◆ Getting surrounded.
- ◆ Being outnumbered 2-1.
- ◆ Being fired at with gunpowder weapons.
- ◆ Being attacked with obvious supernatural powers.
- ◆ Facing unnatural enemies such as the walking dead.
- ◆ Seeing prisoners being executed, tortured or mutilated.
- ◆ Losing half your HP (for lone combatants) or having half your allies go down.

### Fleeing

You both roll a skill check (probably dexterity, but it might vary in odd situations). If both pass or fail, then the chase continues for another round. If the run-away-er passes and the chaser fails, the run-away-er gets away. If the chaser passes and the run-away-er fails, the chaser catches up and gets a free attack.

Tracking sneaky enemies works the same. The tracker rolls wisdom, the sneaker rolls dexterity. This takes a turn.



## Horrible Things

### 0 Hit Points

Running out of HP doesn't kill you. In fact, you can act normally on 0HP so long as you don't suffer specific injuries that mess you up. On which note...

### How The Flame Princess

#### Got That Way

When you hit 0HP (or take damage while on 0HP), you suffer a horrible wound. Look up the amount of damage dealt on the appropriate table for what happens to you.

There's six tables: Ballistics (for guns), Ripping (for claws, teeth, swords, knives and other sharp damage), Blunt Trauma (for clubs, falling, hammers, fists and other not-sharp stuff), Shocks (for electricity, psionic attacks and other stuff that zaps you), Burning (fire, acid, getting digested and so on) and Toxins (poison, sickness and other biological agents). The GM will pick the most appropriate table, but mostly it should be obvious.

If you're taking damage at regular intervals (being on fire, maybe) and that source does an injury you've already suffered, take the next injury down instead; the injuries will keep getting worse until you die (or somebody puts the fire out).

### Bleeding Out

You can survive bleeding out for 1 round per level, modified by your constitution modifier. So, if you're 1st level and have +1 con, you get two rounds of bleeding before you die.

A successful intelligence skill roll slows the bleeding to turns, and then stops it entirely. Making the roll uses up a round/turn of action; if lots of people all try it, they all get a roll.

Magic healing that gives you HP back stops your bleeding entirely.

Each time you take damage while bleeding, it 'uses up' a round of bleeding. Plus, each injury while on 0 HP will give you a horrible wound like a missing eye or horrible scar; your GM will tell you what. It's probably pretty bad.

### Broken

A Broken character is too injured to act safely. If they have HP remaining, any strenuous action they take (running, attacking, etc) causes them 1 damage. If they have no HP, then instead taking a strenuous action starts them bleeding, or counts as a round of bleeding if they were already.

### Dead Men Walking

A Dead Man Walking will die after 1 round, plus as many rounds as their constitution *bonus* if they have one. Nothing can prevent this, the sentence is irrevocable but delayed. Get some important last words in (professing your secret love for somebody always results in fun drama) or just kill whichever bastard's responsible before you go down.

### Attribute Loss

You die if an attribute hits 0; you slip into a coma and die shortly after. When your attributes go down, your modifiers go down too.

## *Glorious Fuckups*

Some shit just kills you no matter how tough you are; nobody survives jumping into a volcano's crater (well, unless there's magic involved). You die if the GM says so, although they should probably give you a save at the very last minute. They don't have to, though; maybe if you play smarter this won't happen to you. By and large, anything that results in instant death is enough that a polite round of applause is warranted.

## *Healing*

You heal 1 hp when you sleep at night. +1 flesh if you slept somewhere nice, like an inn. +2 if it's a proper hospital.

You can be treated if you've lost hp. The medic rolls an Intelligence skill check. If they succeed, then you heal as many HP as the healer's level; the healing kicks in when you next sleep. If you fail, then you take 1 more damage immediately. This takes a turn to do and some sort of healing kit (which can be improvised if need be). You can do it as much as you want.

A healing roll can be made to stop you bleeding, to wake you up if you're unconscious, to cure a temporary condition from an injury etc. It can't restore lost or mutilated body parts; that's the domain of advanced medicine between adventures, or magic, or other weirdness.

Attribute damage comes back at the same speed hit points do when you sleep, at a rate of 1 a night (or 2 indoors, or 3 in a hospital, etc). A healing roll can be made to accelerate this recovery, as normal. You can heal HP and attributes at the same time. Permanent attribute loss doesn't heal in this way.

## *Other bad shit*

Stuff might break if the GM thinks you've been misusing it (you drop your torch in water, use your sword to jam a big door open, or whatever). Roll a d6. On a 1, it breaks and is useless. On a 2 or 3, it's damaged; -1 to all breakage rolls in future. Use the breaking system to see if your light goes out if you treat it badly..

**Poison** is make a saving throw or a bad thing happens.

**Diseases** and parasites are mostly make a saving throw every so often, and a bad thing happens if you fail. You recover if you pass twice in a row.

**Falling** does d6 damage for every ten feet fallen. D6 extra damage if you land on something horrid like spikes, or one d6 less if your fall is broken or you land on something soft.

**Fire** is probably d6 damage per round, a saving throw extinguishes it.

In **pitch darkness**, if you fail a roll, something hilariously bad happens: you fall off something, hit your ally by mistake, break something. Same goes for if you're blind.

**Going Mad** probably fucks with how you gain XP and levels, or maybe you just roleplay some shit. Your GM will tell you what sort of crazy you are.

**Starvation** deals 1 damage per day and prevents you healing until you eat. Lack of water does likewise. They stack.

**Drowning** deals d6 damage per round, instant death on hitting 0. You can hold your breath for as many rounds as your Constitution score.

## *On the Proper Approach to Mortality*

You'll die a lot. That's fine. The game's most fun when you can find a sort of black comedy in the horrible fates your characters encounter.

If your character is badly mutilated, it might be sensible to retire them since if they keep doing dangerous stuff, they're gonna get themselves killed. This is fine. A character who survives to return to the normal world with treasure and levels gets a happy ending to be proud of.

Of course, you can keep playing horribly mutilated characters until they eventually die if you want to; playing a disabled character is totally viable, think of it as an extra challenge (and, lets face it, if you weren't here for a challenge, you'd be playing 5e or some other weak-ass system that cares about balance and keeping you alive).

## Ballistic Wounds

This damage table should be used for bullets and explosions, and other high-kinetic-energy impacts.

### One damage:

The shot rips through internal organs, starting a slow internal bleed. You're bleeding out, but at a rate of turns rather than rounds.

### Two damage:

The bullet's impact ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and get disadvantage (roll twice and take the worse result) to rolls requiring physical agility. If both go, you're on the floor unable to get about at all.

### Three damage:

The impact of the bullet ruins an arm. You can't use that hand for anything. Any rolls that require the use of two hands reduces gets disadvantage).

### Four Damage:

A deep wound starts you Bleeding Out. The bullet goes in one side and out the other, and blood's fountaining everywhere.

### Five Damage:

A particularly horrible wound ruins your leg completely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and get disadvantage to rolls requiring physical agility. If both go, you're on the

floor unable to get about at all. You are also Bleeding Out.

### Six Damage:

A particularly horrible wound gets rid of your arm entirely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. You can't use that hand for anything. Any rolls that require the use of two hands gets disadvantage. You are also Bleeding Out.

### Seven Damage:

You're shot in the head but somehow survive. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you disadvantage to all rolls.

### Eight Damage:

You're going to die. A bullet tears your throat wide open or goes through your lung. You're a Dead Man Walking.

### Nine Damage:

You're messed up badly. Flesh is ripped to bits, bones shattered. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the shock of your injuries.

### Ten to Fifteen Damage:

A headshot kills you instantly. Roll a new character and take a less American approach to guns next time.

### Sixteen or More Damage:

You're dead, ripped to bits in a hail of bullets or shrapnel. What's left is hardly intact enough to bury or reanimate.



## Ripping Wounds

This damage table should be used for physical wounds. Stabbing, cutting, tearing, crushing, grinding; anything where a solid object is tearing up flesh, use this table.

### One damage:

The injury fucks your eye up. You take disadvantage to rolls involving perception, since you can't see properly.

### Two damage:

A particularly savage wound ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take disadvantage to rolls requiring physical agility. If both go, you're on the floor unable to get about at all.

### Three damage:

A particularly savage wound ruins an arm. You can't use that hand for anything. Any rolls that require the use of two hands suffers disadvantage.

### Four Damage:

A deep wound starts you Bleeding Out. An artery's been cut or there's a huge injury in your torso, and blood's fountaining everywhere.

### Five Damage:

A particularly horrible wound ruins your leg completely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take disadvantage to rolls requiring phys-

ical agility. If both go, you're on the floor unable to get about at all.

You are also Bleeding Out.

### Six Damage:

A particularly horrible wound gets rid of your arm entirely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. You can't use that hand for anything. Any rolls that require the use of two hands reduces suffers disadvantage.

You are also Bleeding Out.

### Seven Damage:

You sustain a nasty head wound. You're unconscious for d12 rounds, and Bleeding Out from the head.

### Eight Damage:

You're going to die. A blade through the skull, torso torn open, or something like that. You're a Dead Man Walking.

### Nine Damage:

You're messed up badly. Flesh is ripped to bits, bones shattered. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the shock of your injuries.

### Ten to Fifteen Damage:

You're dead. Decapitation, totally ruined chest, skull smashed to bits, or whatever. Death is instant.

### Sixteen or More Damage:

Not only are you dead, but there's not even enough left to bury or reanimate. You're not much more than chunky salsa.



## Bludgeoning Wounds

This damage table should be used for anything that batters at the victim without having a sharp edge or point as fist, bricks, clubs and so on, where the likely result is to bludgeon the victim into submission rather than rip them to bits.

### One damage:

It hurts like hell. You lose your next action.

### Two damage:

A sharp blow to the head knocks you unconscious for d12 rounds.

### Three damage:

You're knocked out for d12 rounds by the blow, and when you wake up you're groggy and dazed.

You're Broken until somebody spends a turn seeing to you, and passes an Medicine (int skill) roll to do it.

### Four Damage

A sharp blow to the head knocks you out cold for d12 rounds. On top of that, the head injury has messed you up badly. The brain trauma gives you disadvantage to all your rolls.

### Five Damage:

A particularly savage wound ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take disadvantage to rolls requiring physical agility. If both go, you're on the floor unable to get about at all.

### Six Damage:

A particularly savage wound ruins an arm. You can't use that hand for anything. Any rolls that require the use of two hands reduces suffers disadvantage

### Seven Damage:

You've suffered internal damage, and now you're Bleeding Out. There's a pretty good chance you'll be coughing up blood, or else bleeding from the eyes or mouth.

### Eight Damage:

You've suffered a horrible brain injury. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you disadvantage to all your rolls.

### Nine

### Damage:

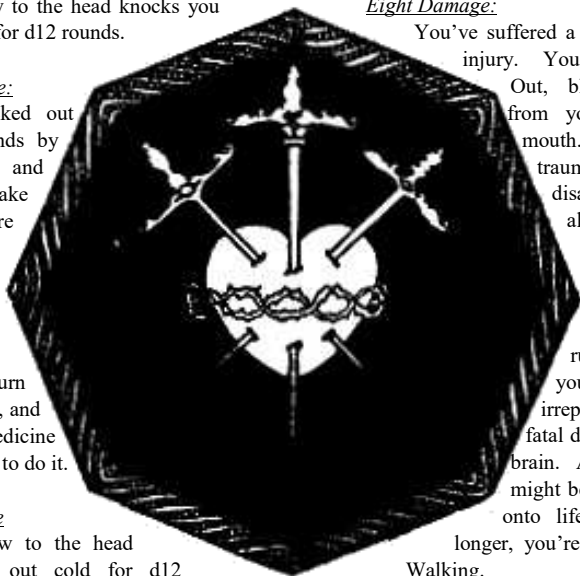
Something ruptures in your head, doing irreparable and fatal damage to your brain. Although you might be able to cling onto life for a little longer, you're a Dead Man Walking.

### Ten to Fifteen Damage:

You're killed instantly, your head caved in.

### Sixteen or More Damage:

Well, this was overkill. You've been squashed into a pulpy mess, so there's really barely anything left to bury or reanimate.



## Shocking Wounds

This damage table is mostly used for electricity, but could also be appropriate for things like cold or psychic damage.

### One damage:

It hurts like hell. You lose your next action.

### Two damage:

The force of the shock knocks you unconscious for d12 rounds.

### Three damage:

You're knocked out for d12 rounds by the shock, and when you wake up you're groggy and dazed. You're Broken until somebody spends a turn seeing to you, and passes an Medicine (int skill) roll to do so.

### Four Damage:

The damage has seriously jarred your respiratory system, preventing you from breathing properly and possibly sending you into cardiac arrest. You're probably spasming, suffocating or otherwise struggling to stay alive. It counts as Bleeding Out at a rate of turns (rather than rounds), although depending on the injury it might not actually involve blood loss.

On top of this, since you can't breathe properly, you're Broken until you stop bleeding.

### Five Damage:

The shock damages your mental faculties. The brain trauma gives disadvantage to all rolls.

### Six Damage:

The shock knocks you out cold for d12 rounds. On top of that, the head injury has messed you up badly. The brain trauma gives you disadvantage to all rolls.

### Seven Damage:

You've suffered internal ruptures, and now you're Bleeding Out. There's a pretty good chance you'll be coughing up blood, or else bleeding from the eyes or mouth.

### Eight Damage:

You've suffered a horrible brain injury. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you disadvantage to all rolls.

### Nine Damage:

Your respiratory system seizes up completely, and death is not far off. Although you might be able to cling onto life for a little longer, you're a Dead Man Walking.

### Ten to Fifteen Damage:

You're killed instantly, the shock stopping all life signs in one fell swoop.

### Sixteen or More Damage:

You're totally obliterated by the force of the shock, leaving only a faint wisp of smoke coming from your shoes. There's not much left to resurrect or reanimate.



## Burning Wounds

This damage table should be used for anything that actually removes your flesh; fire, acid, digestive enzymes, and so on.

### One damage:

One damage fucks your eye up. You disadvantage on rolls involving perception

### Two damage:

Two damage messes up your mouth and tongue, making al-most impossible to speak clearly. Charisma rolls may be required to communicate through grunts and gestures, and casting spells and miracles likewise require a charisma roll to enunciate clearly; failure results in a roll on an appropriate magical fuckup table for your class rather than the spell/miracle being cast..

### Three damage:

Three damage ruins your face, turning it into a mess of burn scars when it finally heals. You're ugly as shit now. Enemy reaction rolls are 1 point worse when you're involved, and you disadvantage on charisma-based rolls. It will need reconstructive surgery to fix.

### Four Damage:

Four damage has dealt enough damage to your throat and lungs that you can't breath properly. You're probably coughing up blood, suffocating or otherwise struggling to stay alive. It counts as Bleeding Out, although depending on the injury might not actually involve blood loss. On top of this, since you can't breathe properly, you're Broken until you stop bleeding.

### Five Damage:

Five damage ruins your manual dexterity. Your fingers are burnt to useless nubs, or reduced to masses of scar with no sense of touch. You take disadvantage on attack rolls and rolls requiring manual dexterity.

### Six Damage:

Six damage ruins your senses. Your nose is burnt away, inner ears ruined. You're deaf and can no longer smell or taste properly. You take disadvantage on rolls requiring perception. Since you can't hear, you can't enunciate properly to cast spells or miracles and need to make a charisma; you must make a Charisma roll to make the right sounds, failure means you roll for a magical fuckup rather than the spell being cast. You're also Bleeding Out, as if that wasn't bad enough.

### Seven Damage:

Your lungs are burnt away, and so is your face. You're pretty grim to look at. Enemy reaction rolls are 1 point worse when you're involved, and you take disadvantage on rolls involving charisma. Plus, you're now Bleeding Out, and can't breathe properly meaning you're Broken until you stop bleeding.

### Eight Damage:

This is brutal. Your skin is basically gone, and your body is covered in horrific burns. You're a Dead Man Walking.

### Nine Damage:

Nine damage messes you up badly. You're more ash than flesh at this point, but still clinging to life for a little longer. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the sheer pain.

### Ten to Fifteen Damage:

You're killed instantly, but at least your corpse smells appetizing.

### Sixteen or More Damage:

You're dead and the corpse is burnt to oblivion. Nothing but ashes or gunk is left behind.



## Toxic Wounds

This damage table is for damage that comes from within the body. Poison, sickness, radiation and so on.

### One damage:

You're nauseous and can't concentrate. Until somebody sets you down to fix what's ailing you (spending a turn and passing an Intelligence roll), you're Fatigued.

### Two damage:

Your immune system is horribly, horribly compromised. You get a permanent disadvantage to your Saves vs Poison.

### Three damage:

Your blood is tainted, and your lungs don't work properly anymore. You recover less slowly than normal. You only get HP back by sleeping, and then a maximum of 1 HP.

### Four Damage:

You're Bleeding Out from the nose and eyes, but at a rate of Turns, not Rounds.

### Five Damage:

Your body is trying to vent the poison from it. You sweat foul smelling blood, Bleeding Out at a rate of turns, not rounds. Until you stop bleeding out, you're also Broken.

### Six Damage:

Something's ruptured. You're bleeding out at normal speed, and the stuff spewing out of your mouth is black and acrid.

### Seven Damage:

Things are going badly wrong. You're Bleeding Out from your mouth and eyes, and even if you survive you get a permanent disadvantage on your Saves vs Poison from now on.

### Eight Damage:

This means you're going to die. There's just too much nasty stuff in your body, and it can't cope. You're a Dead Man Walking.

### Nine Damage:

Your organs are shutting down one by one. You're a Dead Man Walking. Plus, you spend the next round vomiting everywhere, and lose your chance to act.

### Ten to Fifteen Damage:

You're dead, and it's not pretty.

### Sixteen or More Damage:

You die instantly, your body no longer able to hold together under the toxic strain. It's probably not a good idea to try re-animating the corpse; just burn it for the good of everybody. There's not even enough left to bury or reanimate.



## Logistics

### Carrying Stuff

You can carry as many items as 10 plus your strength mod. Chain armour counts as two items, plate as three. Light items like knives don't count, and large amounts of light items (like bundles of arrows) only count as one.

Use your common sense.

Carry more than this, and your speed is halved and you get disadvantage on rolls where the weight is a problem.

Big items like furniture encumber you in this way automatically.

You can't carry more than 20 plus your strength mod at all.

### Light

Any given light source lasts one hour (six turns). If you drop it, get it wet, etc, you might have to see if it goes out, like rolling for breakage.

### Money

Track money in its biggest denomination (pounds, dollars, florins, gold coins, or whatever, based on your setting). You get levels by getting treasure, 1 dollar/GP/pound/florin's worth of treasure = 1 XP.

Price lists are boring. Instead assume:

Trivial items like chalk or string can be bought essentially for free.

Cheap items like oil or rope cost 1 GP.

Moderate items like axes, leather armour, and lanterns cost 10 GP.

Expensive items like guns, chain armour, and surgeons tools cost 100 GP.

Luxury items like carriages or plate armour cost 1000 GP or more.

### Expedition Supplies

A day's worth of rations for one person costs 1 GP. An hour of light (1 candle/torch/flask of oil etc) costs 1 GP. Tents for 1 person cost 1 GP.

### Followers

Hiring a follower for a single expedition costs 100 GP.

You can command as many followers as your level, plus your Charisma modifier. Normally, they do what they're told and so you get to say what they're doing. In dangerous situations, the GM may call for a morale (charisma skill) check to see if they panic, flee, go on strike, refuse orders etc. If you fail, the GM controls them until the industrial dispute is resolved.

A follower comes with no gear. They have d6 HP (roll when they're first hired), a save of 16+, all their stats at 10, and no special abilities. Followers hired in this way work as porters, drivers, labourers and in similar positions which require neither exposure to danger nor special skills.

For 100 GP extra, you can hire somebody willing to get into danger.

For 100 GP extra, you can hire somebody with special training from the list below:

- ◇ Doctor: Healing from sleeping is 1 step better (outdoors counts as indoors, indoors as hospital) for a party with a doctor in it. The doctor has above-average Int.
- ◇ Soldier: +1 to hit, +1 damage. Comes with two items from this list: a melee weapon, a ranged weapon & ammunition, armour, military training, their own provisions etc.
- ◇ Academic: Has above-average Int and a field of useful knowledge (history, botany, navigation, archaeology, anthropology etc) that can identify things you encounter.
- ◇ Armourer: Can mend broken equipment, make more ammunition when you run out, etc. No rolls required.
- ◇ Artist: Can take detailed records of what you encounter, of use to scholars back home. A good painting of something worth study (a new species of animal, perhaps) is effectively treasure worth 100 GP. Above average Wis.
- ◇ Foreman/Lieutenant: Can command 5 underlings. Above average Cha.

## Sidekicks & Henchmen

You can sometimes hire a sidekick if you can find an NPC who wants to join your party. A sidekick is (normally) a level 1 character, generated by the GM, exactly like a PC. They get all the stuff a normal PC of their stats and type would get..

You only get one sidekick at once. They gain levels, get a share of treasure, etc like any other party member.

Some sidekicks aren't normal people; they might be monsters, weird unique individuals or whatever. They probably don't get anything for their class like a PC would, but still gain XP and levels; when they level up they get +d6 HP and improve their save by 1.

If you die, you can take over playing your sidekick rather than rolling up a new PC.

By and large, the sidekick is under your control as a second character; they don't worry about morale like followers do. The GM probably has a good idea of who they are, and will make suggestions as to the sort of thing they do and want. When in doubt, work out through mutual agreement with the GM what the sidekick is up to. You're all grownups, you can handle this.

## XP and Levels

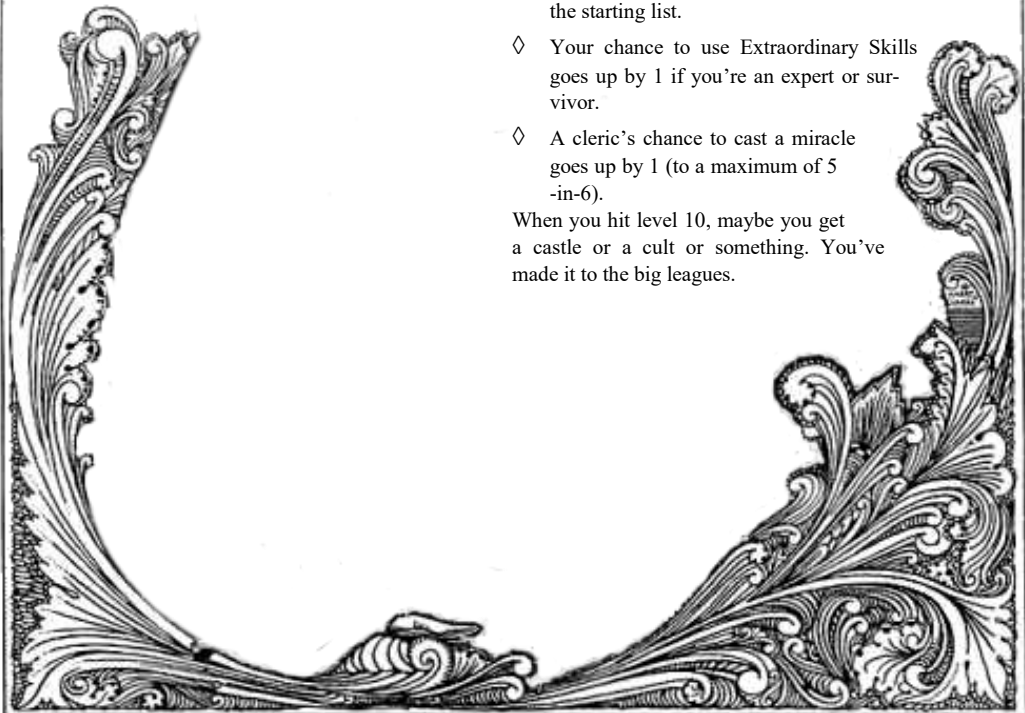
When you recover treasure, get as many XP as its value in cash. (IE a crown you can sell for 200 gold is worth 200 XP).

When your XP total is high enough, you gain a level. You get level 2 when you have 200 XP. The amount doubles for each level after that Level 3 is 400 XP, level 4 is 800, level 4 is 1600, then 3200, 6400, 12800, 25600, 51200). You don't gain levels after level 10.

When you gain a level:

- ◇ You get an extra d6 HP
- ◇ You reduce the target number for your saving throws by 1.
- ◇ If you're a fighter, You get +1 to hit and damage and can Follow Through one extra time per round.
- ◇ You learn a new spell if you're a magician. Random, or the GM picks based on what you've been doing. It might be a spell not on the starting list. You increase the number of spells you can memorize by one.
- ◇ You learn a new power if you're a psychic. Random, or the GM picks based on what you've been doing. It might be a power not on the starting list.
- ◇ Your chance to use Extraordinary Skills goes up by 1 if you're an expert or survivor.
- ◇ A cleric's chance to cast a miracle goes up by 1 (to a maximum of 5 -in-6).

When you hit level 10, maybe you get a castle or a cult or something. You've made it to the big leagues.



## Magical Disasters

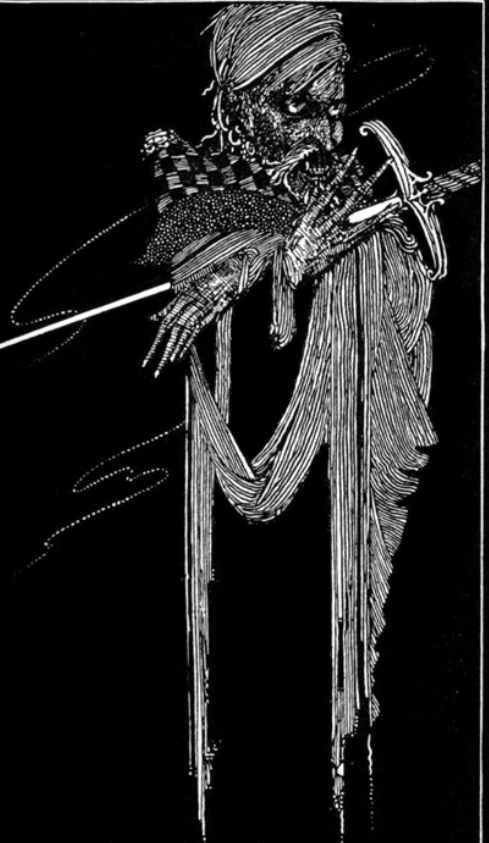
(roll d20)

1. Head bursts. 2d6 damage. If you die, everybody nearby saves or takes d6 damage from bits of shrapnel.
2. For the next turn, whenever anybody nearby speaks, the words come out of their mouths as colourful floating bubbles that hang in the air. When a bubble is popped, the words are released all at once. The same applies to any cast spells.
3. Everybody and everything nearby suddenly ages by 3d6 years. Roll for breakage for any items not safely packed away.
4. Catch a glimpse of a fixed point in the future. The spellcaster picks a dice of any size and rolls it, recording the result. They can – after seeing the result – choose to replace the result of any dice roll (for dice of that size) with the recorded result. They get to do this once, and then the prophecy has fulfilled itself.
5. Characters' madness starts to shape reality to match it. Every insane character gets +1 to an attribute of their choice.
6. Character *mutates*: the GM will come up with something appropriate, or else roll.
7. Everybody *mutates*: the GM will come up with something for everybody, or else roll.
8. Red mist seeps from the caster's mouth, and they collapse to the floor in a coma. Their consciousness inhabits the mist, which can drift slowly and ooze through gaps and around barriers. The magician remains in mist form for 2d6 rounds, at the end of which the mist dissipates and their body awakens.
9. A *minor weirdness* (roll for what) lingers here for the next thirteen days.
10. A *minor weirdness* (roll for what) lingers here forever.
11. The thread of time unravels for a moment. Skip forward 12 hours. Everybody nearby stops aging, and all ongoing magical effects become permanent.
12. Everybody present realises... Something. In a last ditch-effort to preserve its integrity, reality erases the knowledge from their minds before they can act on it. Everybody re-rolls their Intelligence, Wisdom and Charisma scores.
13. All corpses nearby are resurrected as undead creatures. For a single round, they will be busy resurrecting, but from that point on it's zombie time.
14. Mathematics unravels slightly. For every item a character has, they get an extra one of that item. They lose a point of dexterity and intelligence; all the angles are wrong now, the numbers don't add up. They can tell things are wrong. Nobody else notices.
15. A *minor weirdness* follows the magician for the next thirteen days.
16. A *minor weirdness* follows everybody present for the next day.
17. Caster learns a new spell (tattooed on their skin for occultists) and forgets one of their current ones. Randomize.
18. Something inanimate starts talking. Pick the least convenient thing.
19. Whispered voices promise knowledge. Everybody gets to ask a question: equal chance of a totally accurate answer or an outrageous lie.
20. Something inanimate turns to glass, paper or wax. Pick the least convenient thing.

## Psychic Feedback

(roll d20)

1. Blood vessels in the eyes rupture. Start bleeding out, disadvantage on all rolls requiring vision while bleeding.
2. Physically *mutate* (roll for what) temporarily, lasts 1 day.
3. Temporary *insanity* (roll for what), lasts 1 day.
4. *Minor weirdness* (roll for what) follows the psychic for the next day.
5. Psychic powers fail. Must successfully Save vs Magic to use a power; once the save is passed powers return.
6. Psychic powers go into overdrive. Must have at least 1 power active at all times, disadvantage to all rolls that aren't for psychic powers. Using powers at heightened effectiveness costs 1 less HP. Save vs Magic to end this.
7. Powers mutate. Forget the power being used, and gain a new one (roll d30 for what).
8. A maelstrom of psychic feedback strikes everybody nearby, d6 damage, Save vs Magic halves it.
9. Every attempt to use psychic powers for the next day are accompanied a *minor weirdness* (roll for what each time) for as long as the power is active.
10. Psychic *mutates* permanently (roll for what) as they begin spontaneous evolution towards humanity's successor.
11. All glass, china etc nearby shatters.
12. All metal nearby momentarily becomes red hot. 1 Damage to everybody *per metal item held/worn*.
13. Air smells like lightning. Those nearby start bleeding out from the nose, ears etc.
14. Everybody nearby has their mind warped. Roll an *insanity* that they now share.
15. Life goes into overdrive. Everybody heals 1 HP instantly, plants grow vigorously.
16. Latent spellcasting ability is released; roll a random Magician spell that is cast on a random target immediately.
17. Psychic catches a glimpse of... something. The missing memory haunts them, they become obsessed. Any time they roll dice and get a result of 13, they heal 1 hp. Likewise, every result of 7 deals 1 damage to them.
18. Psychic's pain is projected to those nearby. Everybody, must Save vs Magic or take enough damage that their current HP is the same as the psychic's (no effect if they already had less HP left).
19. Wild hallucinations damage the psychic's Wisdom by d6.
20. Psychic catches a vision of the future. Roll a d20; the result replaces the next d20 the psychic would roll (they know the result in advance).



## *The Fickle Whims Of The Divine (roll D20)*

1. A blood sacrifice is needed. D4 HP from you or a victim. Miracle is cast once this is done.
2. An animal sacrifice is needed. The animal is specific and appropriate to your god. Miracle is cast once this is done.
3. A sacrifice of treasure is needed. Stuff worth 200 XP, destroyed. Miracle is cast once this is done.
4. You must destroy either a magic item or the shrine/idol of a rival deity or faith. Miracle is cast once this is done.
5. Your god demands the sacrifice of either an eye, tooth, tongue or finger taken from a human victim. Miracle is cast once this is done.
6. Pray harder. 2d6 rounds of prayer total, your friends can also pray to help you out. Miracle is cast once this is done.
7. Your god wants an idol made of it. Once this is done, the miracle is cast. Cast no more miracles until its done.
8. Your god wants an shrine made for it. Once this is done, the miracle is cast. Cast no more miracles until its done.
9. Your god restricts your behaviour. Something the god disapproves of is banned; if you do it you take d12 damage and can't cast for a day. Miracle fails.
10. You need to perform some ceremony at the same time each day. If you don't, d12 damage and lose miracles for the day. Miracle fails.
11. You need to perform some ceremony every time you do something common like eat, dress, leave a building. If you don't, d12 damage and no miracles for a day. Miracle fails.
12. You need to perform a sacrifice each day (roll a d6 on this list for what). If you don't, d12 damage and lose miracles a day. Miracle fails.
13. You need to put your god's image or words somewhere public and visible each day. If you don't, lose all miracles the next day. Miracle fails.
14. You can't use some technique in combat (such as guns, magic, running away, fighting unarmed). If you do, take d12 damage and lose all miracles for a day. Miracle fails.
15. You get a mark of the god burned into your flesh or suffer stigmata. Miracle fails.
16. Your god moulds your abilities. Lose 1 from one random attribute, gain +1 to another. Miracle fails.
17. Your god grants you new gifts. You lose access to the miracle you tried to cast (which fails) and get access to a something else (a random Magician spell, or perhaps the GM picks one or even a new ability entirely) as a miracle in its place.
18. You're knocked out for d4 rounds, and see visions of your god. The miracle is cast when you wake up.
19. The miracle fails. You can't cast that miracle for the rest of the day. Your god is irritated with you.
20. Your god's power overwhelms you. Your eyes might glow, you might levitate, etc. The miracle is cast. For 2d6 rounds, you can cast a miracle automatically each round, and at the end of this time take 1 damage per round of transcendence.

### Mutations (roll d20)

1. Extra eye in the centre of the forehead. Can see an aura around magical things.
2. Gills. Can breath water.
3. Eyes turn milky white. Gain heat-vision.
4. Fingernails extend into long claws. Disadvantage to fine manipulation, deal d6 damage when fighting unarmed.
5. Skin thin, delicate, translucent. -2 AC.
6. Long fangs. Can bite for d4 as well as making a normal melee attack.
7. Curling goat-like horns sprout from the brow.
8. Feet don't touch the ground. Leave no tracks.
9. Albinism. Prolonged exposure to sunlight deals 1 damage an hour from the discomfort.
10. Stigmata. Palms bleed. 1 damage each day on waking as the wounds re-open.
11. Blotchy birth-mark across the face.
12. Bony thorns push through the scalp like a crown or halo.
13. Porcelain-white mask of bone emerges from the skull to cover the face.
14. Leg withers. Disadvantage to rolls requiring physical speed.
15. Sixth finger grows on left hand. Break it (dealing d4 damage) to immediately cast an available spell without a roll or using up memorized slots. Takes a week to heal.
16. Webbed fingers and feet. Can swim at walking pace, no rolls required.
17. Blood becomes thick, black, sticky and flammable. Bleed at half rate. Double damage from fire.
18. Saliva is deadly poison. Those kissed must save vs poison or suffer d12 damage. Same applies to those bitten.
19. Flesh withers, shrinks in on the skeleton.
20. Snake-scale skin. Sheds each night. Heal 1 extra damage by sleeping.

### Minor Weirdness (roll d10)

1. Lights flicker and go out.
2. Ants, maggots and other tiny vermin emerge and follow you.
3. Plants wither and die.
4. Bleeding from the eyes/nose/mouth.
5. Text is illegible for the duration.
6. It rains something weird; frogs, blood, ash, etc.
7. Plants grow huge and mutated.
8. Shadows and reflections move on their own, and distort in sinister ways.
9. Paintings, statues and other images of people weep blood.
10. Food rapidly spoils and water goes fetid.

### Magical Insanity (roll d10)

1. Forget how to lie. Totally incapable of telling untruths.
2. Categorize things as lawful, chaotic or neither. Categories line up with everybody else thus afflicted.
3. Visions of the future when you sleep: men live in muddy ditches, die anonymously in their thousands, hell has come to earth.
4. Plutomania. Double XP for coins, gold bars and other useless wealth. Half XP for everything else.
5. Terrified of germs. Half XP while you have open wounds (a wound is healed once all your HP are back).
6. You can talk to your weapons. They each use a follower slot. They might betray you (roll Charisma to avoid).
7. 100 XP for every person or animal you kill and take a trophy from.
8. Terrified of the dark. Half XP gained if there's no sunlight.
9. Obsessed with magic. Half XP for mundane treasure, double XP for magical treasure.
10. Horrible phobia, decide with the GM what. Half XP while in that thing's presence.



## Options: More Choice in

### Character Gen

This system's character creation rules only allow you to pick a few details, mostly your gear, abilities and so on are randomly rolled. Not every group will like this. So, here's some optional methods that let you make choices rather than rolling. Character gen has the following stages that might involve choice:

- ◆ Rolling Attributes
- ◆ Determining Class
- ◆ Determining HP
- ◆ Determining Spells/Powers
- ◆ Selecting Equipment

Any or all of these might give the character a choice rather than being rolled. Just because you allow choice in one area doesn't mean you allow it in another, choice in character creation is a privilege not a right. This isn't fucking GURPS.

### Non-random Attributes

Pick one of the arrays below, and assign the values to whichever stat you want:

- ◆ 12, 11, 11, 10, 10, 9
- ◆ 13, 12, 11, 10, 9, 8
- ◆ 15, 11, 11, 10, 8, 8
- ◆ 17, 10, 10, 10, 8, 8
- ◆ 13, 13, 11, 10, 10, 6
- ◆ 13, 13, 11, 11, 11, 4

You can have fairy blood if you want.

### Non-Random Classes

Instead of determining class according to your highest stat, instead just select it from those available.

If you do this, you might still get equipment packages based off your stats. Use your classes chosen stat (IE strength for fighters, etc), and the highest stat that's not their chosen stat (IE the highest non-strength stat for fighters).

### Hit Points

Instead of rolling, take a result of 3 (Survivors get their extra HP on top of these 3).

### Choosing Spells/Powers

Instead of rolling a big d30, just pick what you want. Self-explanatory.

### Starting Gear

Instead of using your stats and class to determine your gear, you get to pick 5 items. Here's a list:

- |                                   |                                    |                |
|-----------------------------------|------------------------------------|----------------|
| ◆ Light weapon                    | ◆ Chain armour (counts as 2 items) |                |
| ◆ Hand weapon                     | ◆ Plate armour (counts as 3 items) |                |
| ◆ Two-handed weapon               | ◆ Fancy clothes                    |                |
| ◆ Polearm                         | ◆ Empty book                       |                |
| ◆ 5 Throwing weapons              | ◆ Writing materials                |                |
| ◆ Rifle                           | ◆ Magnifying glass                 |                |
| ◆ Pistol                          | ◆ Cooking pots                     |                |
| ◆ Bow or Sling                    | ◆ Grappling hook                   |                |
| ◆ Crossbow                        | ◆ Disguise Kit                     |                |
| ◆ Ammunition for a ranged weapon. | ◆ 10-foot pole                     |                |
| ◆ Shield                          | ◆ Chalk & Charcoal                 |                |
| ◆ Leather armour                  |                                    |                |
| ◆ Shovel                          | ◆ 5 snares                         | ◆ 100 ft rope  |
| ◆ Pickaxe                         | ◆ Lockpicks                        | ◆ Holy water   |
| ◆ Bell                            | ◆ Mirror                           | ◆ Booze        |
| ◆ Bomb                            | ◆ Spyglass                         | ◆ 10 shillings |
| ◆ Lantern                         | ◆ Glue                             | ◆ Tent         |
| ◆ Crowbar                         | ◆ Tinderbox                        | ◆ 10 matches   |
| ◆ Lantern                         | ◆ Handcuffs                        | ◆ Net          |
| ◆ Torch                           | ◆ 10 ft chain                      | ◆ Fishhook     |

Magicians get their spell-book on top of this, and clerics get a crucifix (or other holy icon) on top of this.



## Options: Less Choice in

### Character Gen

Maybe you're hardcore and don't like your Expert or Survivor PC getting to choose their skill. That's fine, here's a big d20 list of skills for them to roll on.

1. Sneaking
2. Running away
3. Climbing
4. Medicine
5. Detective work
6. Translation
7. Spotting hidden things
8. Quick reactions
9. Charm
10. Lock-picking
11. Forensics
12. Engineering
13. Sleight of hand
14. Outdoors survival
15. Navigation
16. History
17. Tracking
18. Animal handling
19. Deception
20. Art



## Options: Fantasy Races

For if you want to run this game in a more tolkein-y setting with actual elves and dwarves and shit. Here's how you do that. (If you're using these rules, you probably don't get to have fairy blood, 'cos that makes no sense).

**Improved stats** always flip to the better option. (so, a roll of 3 becomes an 18, 4 becomes 17, etc, all the way to a 10 becoming an 11.)

**Weaker stats** are the reverse: they always flip to the worse option (so 18 becomes 3, 17 becomes 4, etc, all the way to an 11 becoming a 10.)

Pick what race you are before rolling up stats.

### Humans

**All stats** are rolled on 3d6. No extra bonuses or penalties.

### Elves

**Intelligence and Dexterity** are Improved.  
**Strength, Constitution and Wisdom** are Weakened.  
Can see twice as far in low light.  
Immune to aging.  
Double damage from iron weapons.

### Dwarves

**Strength and Constitution** are Improved.  
**Charisma and Dexterity** are Weakened.  
+2 AC vs larger-than-human monsters.  
Always count as encumbered for move speed.

### Hallings

**Dexterity** is Improved.  
**Strength and Wisdom** are Weakened.  
+2 AC vs larger-than-human monsters.  
+2 to hit with slings and thrown weapons.  
Small size means that hand weapons and pistols must be wielded 2-handed.

### Goblins

**Dexterity and Intelligence** are Improved.  
**Strength and Charisma** are Weakened.  
Have heat-vision.  
Small size means that hand weapons and pistols must be wielded 2-handed.

### Orcs

**Strength** is Improved.  
**Intelligence and Wisdom** are Weakened.  
Have heat-vision.

### Gnomes

**Intelligence and Charisma** are Improved.  
**Strength** is Weakened.  
Can talk to burrowing mammals.  
Small size means that hand weapons and pistols must be wielded 2-handed.  
Double damage from iron weapons.

## Compatibility With Other Old-school Games

Some guidelines on using this with other games. Mostly useful when using modules for other systems. If you need to look up things like the level of a spell in other systems, or how many HD a given monster has, the Swords & Wizardry SRD online is my go-to.

Above everything else, use your common fuckin' sense. Most of this shit's not hard.

### Armour Class and Attack Rolls

Converting AC is easy. Simply work out what AC a normal, unarmoured human has, and adjust up or down appropriately. IE, in LotFP an unarmoured human has AC 12, so plate armour - which gives +6 AC - is AC 16 in this system or 18 in LotFP. Likewise in basic D&D, an unarmoured human has AC 9 and AC goes *down* as it improves, so that same plate armour gives an AC 6 better than unarmed; AC 3.

Since only fighters improve their to-hit chances, monsters should have AC in the range of 5-20 or else they become basically impossible to hit for non-fighters. Where a monster would have more AC than this (because the system it's from assumes that *all* characters improve their to-hit chances), you probably want to drop it to a sensible level, or else just declare it immune to damage entirely. Use the toughness of the monster's hide or armour worn as a guide here, giving it armour as plate/chain/leather/unarmoured as appropriate.

High-HD monsters are tough because they have lots of HP, without needing to make them unreasonably hard to hit as well. In this regard, the same guidelines as LotFP employs are sensible.

### Saving Throws

This system uses a single saving-throw value that doesn't vary much between classes, save for situational bonuses for different classes. Other games have saves that progress at odd rates and with different classes having different saves against different things, improving the save at different levels.

The bonuses each class gets are against a broad *type* of threat and can overlap. So where in other games it's unclear if magical poison calls for a save vs magic or vs poison, here (since they aren't mutually exclusive), the Survivor gets their bonus vs poison and the Magician gets their bonus vs Magic. Simple.

### Spells

Most other OSR systems rank spells by 'level', with only experienced characters being able to cast the higher level spells. This game doesn't. If it matters, you can either look up what level a spell *would* be in an equivalent. Or just say fuck it and roll a d8.

Many of the spells here have been simplified and turned into a template. Other games might have 'turn rock to mud' 'turn flesh to stone' and so on as separate spells at different levels and with slightly different parameters. This one simply has one spell for turning a substance into another, and which version you have determines what you turn into what. Likewise, there's a single spell template for talking to things.

Most of the 'attack spells' in other games - lightning bolt, fireball, magic missile, disintegrate, cone of cold etc have been simplified into one spell - magic missile - that gets re-flavoured to match the particular type of attack being used.

### Thief Skills, etc.

This game treats an Expert's skills as a 2nd chance when they'd fail (or otherwise be impossible). Where many D&D-like games treat the thief as having a very specific skillset, this one just makes them all round competent. If a module calls for a given thief skill roll, then anybody can try it, and the Expert simply gets their 2nd chance as normal (and if it's something they've specialised in, they roll with a d6).

Remember that you can't pick locks without the right tools, etc. So everybody getting to try is less of an issue when most classes don't have the right tools.

Sneak attack, backstab etc aren't really a thing here. Any class gets double damage on a backstab if they successfully set one up, and the expert gets their 2nd chance to a roll to set one up.

## Encumbrance

In my experience, fucking nobody actually tracks weight properly. This system gives you a much simpler number -  $10 + \text{strength mod} - \text{for how much you can carry}$ . More than that and you're weighed down, moving at half speed. Really, the GM should use common sense. Tracking weight is for iffy you love maths and hate your players.

## Alignment

This game doesn't use alignment, because I think it's dumb. The best handling of it I've seen is LotFP (look, I *like* LotFP, OK?) but I'm not convinced it's worth it. By and large 'chaos' and 'evil' and 'law' and 'good' are just tags you can stick on appropriate things, for if a cleric casts 'detect unholy' or a magician casts 'protection from chaos'. Use your common sense. Devils are evil, tentacle monsters from beyond time and space are chaotic, etc.

By and large, alignment is a supernatural thing. Humans are all just neutral because they're mundane. Same for normal animals. This is a game about tomb robbers fighting skellingtons and not the fucking Nuremberg trial. We're not here to plumb the depths of human wickedness and solve the question of 'what *even is*' evil. 3000 years of philosophers haven't been able to solve that one, and they don't have to contend with shit like Aboleths messing all their data up.

## Class Equivalents

As a rough guide, here's what the equivalents of different classes are, comparing this game to others like it:

- ◆ Fighter is equivalent to fighter, barbarian, cavalier, perhaps ranger or paladin.
- ◆ Expert is equivalent to thief, specialist, expert, rogue, assassin, perhaps ranger or bard.
- ◆ Survivor is equivalent to dwarf or halfling.
- ◆ Cleric is equivalent to cleric, mystic, shaman and perhaps paladin or druid.
- ◆ Magician is equivalent to magician, MU, wizard, and perhaps bard, druid or elf.
- ◆ Psychic has few direct equivalents. The monk, various psychic classes or elf might work.

Really, though, just use the stats of a given character in published modules without too much modification. Class abilities are for PCs, NPCs do whatever you need them to.

## Clerics

Most other games give clerics spell slots per level like magicians. Fuck that noise. LotFP (and some other systems) makes Turn Undead a spell. This game makes all the spells basically work like Turn Undead. Simple. Assume that any weird cleric spells (sticks to snakes, say) an NPC in a module might have are the result of rolling #17 for the Fickle Whims, and getting that spell swapped in.

## XP and Levels

Here, everybody levels up at the same rate as fighters. Maybe you put in classes from somewhere else that level differently, and that's fine. Use their own XP chart for them.

XP is only for treasure, not killing stuff. If you want to give the PCs XP when they kill stuff, then just give the monsters an appropriate amount of treasure on them. Different games assume that 1 XP is earned for a silver or gold coin (or sometimes something else). Work out what the system you're adapting from thinks is worth 1 XP, so that a treasure the writer assumes is worth 100 XP is worth that much here.

## Race & Class

Where a given game might have separate classes for dwarves, elves, halflings, Neanderthals etc, this one just lumps them in as survivors (or magicians for elves). Give 'em the fairy blood option if it matters. Classes are broad archetypes.

If a game separates race and class, see the optional rules on the previous page.

## WotC-era D&D

An incomprehensible mess of rules upon rules. I can't be assed to be compatible with it. Improvise if you must use 5e content, but by and large it's not very good and has totally different assumptions to the DIY D&D aesthetic so why are you bothering?