

POCKET — Card Edition

Making Characters

1. Choose a Race and note the bonus.
2. Choose a Class and note your skills, hit points, armor proficiency, and abilities.
3. Choose armor and 3 weapons, and note the AC and Damage.

Actions

1 round is about 6 seconds long, and 10 rounds is 1 minute. On your turn you may move (a **move** action), attack (or cast a spell, move again, or perform a similarly large action — a **standard** action), and/or do some smaller action (a **minor** action). You may also **ready** an action, withholding it until a trigger occurs.

Skills

The following are the sorts of actions covered by each skill.

Athletics: Swim, jump, dodge, ride, climb, intercept, intimidate, pushes, grabs.

Subterfuge: Sneaking, picking locks, hiding, lying, disguise, forgery, feinting, pickpocketing, disarming, avoiding interception, disabling traps.

Lore: Knowledge, research, magic stuff, negotiation, diplomacy, etiquette, mental resistance, stabilizing the dying.

BWAM: "Base Weapon Attack Modifier" is the skill that is used for weapon/unarmed attacks and to determine if one can dual-wield.

Cleric

+3 BWAM, 22 HP, +2 Athletics, +4 Lore, All armor and shields

Roll two spells each day from 1-10 on the magic table.

You can cast the spell *Heal* 2/day.

Druid

+2 BWAM, 22 HP, +2 Athletics, +4 Lore, Light armor and shields

Roll one spell each day from 6-10 on the magic table.

You can talk to plants and animals. Three times per day you can turn into any plant or animal you've seen. You can stay in this form for up to an hour. If it's a large or dangerous animal, your attack has a BWAM of +6, and deals 5 damage.

Barbarian

+5 BWAM, 24 HP, +6 Athl, Light Armor

You can't read. 2/day you can go into a *Rage*: for 1 minute you gain +3 to weapon damage and Athletics. While raging you have resistance to all damage.

Monk

+6 BWAM, 22 HP, +4 Athl, +2 Subt, No armor proficiencies

You have +2 to hit with small weapons, and deal 4 damage with them.

You have an extra standard action per turn. You get +2 AC vs. opportunity attacks and never take damage when successfully dodging a spell or trap. You can jump up to 20 ft without rolling.

Dragon (Boss)

AC 16, HP 50, +13 Athl, +5 Subt, +7 Lore
Breath (50% recharge/turn): Blast/DC16 Athl for half/9 dmg., chosen from acid, cold, electricity, fire, or poison.

Bite/Claw: +8/7 damage; instead may grab and pick up target.

Excellent hearing and night vision, and very fast flyer. Resistant to dmg. of breath.

Bandit/City Guard

AC 14, HP 20, +3 Athl, +3 Subt, +3 Lore
Weapon: +4/4 for bow, 5 for sword and shield (and +1 AC), 7 for spear.

Goblin/Orc/Bugbear

AC 14, HP 24, +5 Athl, +3 Subt, +1 Lore

Club: +6/7 damage.
Goblins -10 HP, Bugbears +2 dmg.

Skill Checks, Attacks

When you try to do something with the possibility of failure, roll a d20 and add your skill. If it's equal to or greater than the check's difficulty class (**DC**) you succeed; if it's more than the target's armor class (**AC**), the attack hits and deals damage. Rolls of 1 are always a failure, while rolls of 20 are always a success (a **critical hit**), and on attacks deal double damage.

Dual-wielding: When dual-wielding, if you have a BWAM of at least +4, you can make an additional attack with your second weapon, but don't add your BWAM to either attack.

Spells

Spells can either automatically hit, target AC, or require a skill check by the target. Spells are ranged, unless they're specified as touch or blast. **Blast** spells can hit up to 6 enemies you are close to or engaged with. Spells that imply a duration last up to an hour.

At the beginning of each day, most spellcasters roll on the table to see which magical spells they prepare. **Each spell rolled may be cast twice that day.** If, during the previous day they never used a particular spell, they may either choose to keep it for next day, or to re-roll it.

<https://poweredbythepocket.wordpress.com>.

Warlock

+3 BWAM, 18 HP, +3 Subterfuge, +3 Lore, Light Armor

Roll one spell each day from 16-20 on the magic table.

You can cast the spell *Eldritch Blast* at will: Ranged/+5 vs AC/5 damage. You have night-vision, and can cast *Darkness* 1/day.

Wizard

+2 BWAM, 18 HP, +4 Lore, No armor proficiencies

Three spells each day, rolled from 1-20 on the magic table. You can cast the spell *Magic Missile* at will: Ranged/2 damage.

Ranger

+4 BWAM, 22 HP, +2 Athl, +2 Subt, +2 Lore, Light Armor

When using a ranged weapon, you may choose to make two attacks without adding your BWAM. You have an animal companion with a +4 melee attack dealing 5 damage, AC 14, 20 HP, +6 Athl, +2 Subt, and +0 Lore.

Thief

+3 BWAM, 20 HP, +2 Athl, +4 Subt, Light Armor

You deal x2 damage on attacks if you have the upper hand. You get +4 AC vs. opportunity attacks and never take damage when successfully dodging a spell or trap.

Dire Rat

AC 11, HP 6, -2 Athl, +5 Subt, no Lore
Bite: +2/3 damage, and target is infected with a fever causing blindness in 3 days.

Elemental

AC 16, HP 17, +5 Athl, -2 Subt, no Lore
2 Atks at +3/3 damage, chosen from cold, electricity, fire, or physical.

Immune to either electricity, fire, or bludgeon weapons. Air and fire can fly. Fire is vulnerable to cold. Water can swim and freeze at will. Earth burrows.

Ghoul/Mummy

AC 14, HP 12, +3 Athl, +3 Subt, -2 Lore

Bite/Touch: +3/7 damage; target is paralyzed for a minute.
Mummy also infects with rotting disease.

Damage

Subtract any damage that is dealt from the target's hit points (**HP**). When targets other than the PCs run out of hit points they die. **At 0 hit points**, PCs become unconscious immediately and must roll DC 15 Athletics checks on every subsequent turn until they fail a save and die, are healed, or are stabilized by an ally (generally a DC 15 Lore check).

Some creatures are vulnerable or resistant to particular types of damage, like fire — when hit with damage of that type, such creatures take double or half of it, respectively.



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Human +2 to Athl, Subt, or Lore.

Construct Attach weapons to arms.

Dwarf Poison resistance.

Elf +1 Athletics, +1 Lore.

Gnome Can talk to rodents.

Half-Elf Speaks 5 languages.

Halfling Can reroll a check 1/day.

Half-Orc +1 to BWAM.

Ryujin *Breath:* Blast/2 Fire.

Tief Fire resistance.

1 Light: Bright light, or 4 radiant dmg.

2 Guidance: Give ally +4 to a d20 roll.

3 Augury: Ask GM a yes/no question.

4 Shield: +2 AC & 50% arrow redirect.

5 Heal: Touch/Heals 1d10+5 HP.

6 Cure: Touch/Cures poison or disease.

7 Resist: Immune to fire, cold, or poison

8 Speak w/ Dead: 3 questions to corpse.

9 Stone Wall: 4" thick, 50x50 ft.

10 Fly: Touch/Target grows wings.

Bard

+3 BWAM, 20 HP, +2 Athl, +2 Subt, +5 Lore, Light Armor

Roll one spell each day from 11-15 on the magic table. *Guidance* 3/day. As a standard action you can play music to give your allies +1 to all rolls for 1 round.

Marshal

+5 BWAM, 24 HP, +4 Athl, +2 Lore, All armor and shields

As a free action once per turn, you may trigger an opportunity attack from an enemy who can attack you — if the enemy chooses to do so, an ally can make a free attack against them. Allies get +1 to hit & damage targets you're engaged with.

Ghost/Wight

AC 11, HP 9, +0 Athl, +8 Subt, +6 Lore
Drain: +5/4 necrotic; Wights can reduce target's max HP by 4.

Incorporeal; can only be damaged by magic, at half damage.

Landshark (Boss)

AC 16, HP 44, +9 Athletics, +7 Subterfuge, no Lore

Bite: +6/7 damage.

Burrows through the ground like water, sensing vibrations. Can jump shockingly high. Automatically knocks prey over.

Magic User

AC 11, HP 22, +2 Athl, +2 Subt, +4 Lore
Choose 3 spells or powers to cast at will.

Position and Engagement

Far: It takes two move actions to move from *far* to close range. If you're far, you can only make ranged attacks.

Close: Creatures who are *close* are one move action away from each other. When you move to attack someone, any close, unengaged enemies can try to intercept/engage with you. A Subterfuge check, opposed by Athletics, prevents this.

Engaged: If you can make melee attacks against an enemy, you're *engaged* with them. When a creature moves away from an enemy they're engaged with, enemies can make an **Opportunity Attack** against them. To avoid this a creature may use their standard action to move.

Weapon Examples Dmg.

Small *Knife, Fist, Rock* 3

Ranged *Bow, Crossbow* 4

1-Hand *Sword, Axe, Mace* 5

2-Hand *Longsword, Spear* 7

Armor Athletics AC

None - 11

Light -1 14

Heavy -2 17

Shield - +1

11 Disguise: Changes appearance/clothes

12 Darkness: Creates cloud of darkness.

13 Mirror Img.: 3 of self, w/ 1 Hp each.

14 Teleport: 5 creatures teleport 500 ft.

15 Sleep: Touch/The target falls asleep.

16 Web: Blast/DC15 Athl/Target is stuck.

17 Acid: +7 vs AC/5 acid for 2 turns.

18 Lightning: DC18 Athl for half/9 elec.

19 Flame: Blast/DC15 Athl for half/7 fire.

20 Cold: Blast/DC13 Athl for half/9 cold.

Fighter

+6 BWAM, 24 HP, +6 Athl, All armor and shields

You get +2 to hit with opportunity attacks. If an enemy you're engaged with uses their turn attacking someone other than you, you can make an attack against them. Start with extra weapon

Paladin

+5 BWAM, 24 HP, +4 Athl, +2 Lore, All armor and shields

Roll one spell each day from 1-5 on the magic table.

You can summon a holy mount who you can ride. It has AC 14, 20 HP, +6 Athl, +0 Subt, and +0 Lore.

Mimic/Ooze

AC 14, HP 18, +3 Athl, +12 Subt, No Lore
Pseudopod: +8/9 poison or acid dmg.
Engaged foes are glued; DC 20 Athl escp.

Necromancer (Boss)

AC 14, HP 30, +3 Athl, +6 Subt, +7 Lore
Life Drain: +7/7 necrotic damage, & necromancer heals 7 HP.

Can cast Darkness, Web, and 2 more spells at will. As a standard action, can raise unconscious/dead foes as zombies.

Skeleton/Zombie

AC 14, HP 10, +3 Athl, +3 Subt, no Lore
Weapon: +4/4 for bow, 5 for sword (and +1 AC), 7 for spear.

Skeletons take half dmg. from non-bludgeon weapons. Zombies do +2 dmg.

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BWAM: "Base Weapon Attack Modifier" is the skill that is used for weapon/unarmed attacks and to determine if one can dual-wield.

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+3 BWAM, 22 HP, +2 Athletics, +4 Lore, All armor and shields

Roll two spells each day from 1-10 on the magic table.

You can cast the spell *Heal* 2/day.

Druid

+2 BWAM, 22 HP, +2 Athletics, +4 Lore, Light armor and shields

Roll one spell each day from 6-10 on the magic table.

You can talk to plants and animals. Three times per day you can turn into any plant or animal you've seen. You can stay in this form for up to an hour. If it's a large or dangerous animal, your attack has a BWAM of +6, and deals 5 damage.

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You can't read. 2/day you can go into a *Rage*: for 1 minute you gain +3 to weapon damage and Athletics. While raging you have resistance to all damage.

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+6 BWAM, 22 HP, +4 Athl, +2 Subt, No armor proficiencies

You have +2 to hit with small weapons, and deal 4 damage with them.

You have an extra standard action per turn. You get +2 AC vs. opportunity attacks and never take damage when successfully dodging a spell or trap. You can jump up to 20 ft without rolling.

Dragon (Boss)

AC 16, HP 50, +13 Athl, +5 Subt, +7 Lore
Breath (50% recharge/turn): Blast/DC16 Athl for half/9 dmg., chosen from acid, cold, electricity, fire, or poison.

Bite/Claw: +8/7 damage; instead may grab and pick up target.

Excellent hearing and night vision, and very fast flyer. Resistant to dmg. of breath.

Bandit/City Guard

AC 14, HP 20, +3 Athl, +3 Subt, +3 Lore
Weapon: +4/4 for bow, 5 for sword and shield (and +1 AC), 7 for spear.

Goblin/Orc/Bugbear

AC 14, HP 24, +5 Athl, +3 Subt, +1 Lore

Club: +6/7 damage.
Goblins -10 HP, Bugbears +2 dmg.

Skill Checks, Attacks

When you try to do something with the possibility of failure, roll a d20 and add your skill. If it's equal to or greater than the check's difficulty class (**DC**) you succeed; if it's more than the target's armor class (**AC**), the attack hits and deals damage. Rolls of 1 are always a failure, while rolls of 20 are always a success (a **critical hit**), and on attacks deal double damage.

Dual-wielding: When dual-wielding, if you have a BWAM of at least +4, you can make an additional attack with your second weapon, but don't add your BWAM to either attack.

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Spells can either automatically hit, target AC, or require a skill check by the target. Spells are ranged, unless they're specified as touch or blast. **Blast** spells can hit up to 6 enemies you are close to or engaged with. Spells that imply a duration last up to an hour.

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Roll one spell each day from 16-20 on the magic table.

You can cast the spell *Eldritch Blast* at will: Ranged/+5 vs AC/5 damage. You have night-vision, and can cast *Darkness* 1/day.

Wizard

+2 BWAM, 18 HP, +4 Lore, No armor proficiencies

Three spells each day, rolled from 1-20 on the magic table. You can cast the spell *Magic Missile* at will: Ranged/2 damage.

Ranger

+4 BWAM, 22 HP, +2 Athl, +2 Subt, +2 Lore, Light Armor

When using a ranged weapon, you may choose to make two attacks without adding your BWAM. You have an animal companion with a +4 melee attack dealing 5 damage, AC 14, 20 HP, +6 Athl, +2 Subt, and +0 Lore.

Thief

+3 BWAM, 20 HP, +2 Athl, +4 Subt, Light Armor

You deal x2 damage on attacks if you have the upper hand. You get +4 AC vs. opportunity attacks and never take damage when successfully dodging a spell or trap.

Dire Rat

AC 11, HP 6, -2 Athl, +5 Subt, no Lore
Bite: +2/3 damage, and target is infected with a fever causing blindness in 3 days.

Elemental

AC 16, HP 17, +5 Athl, -2 Subt, no Lore
2 Atks at +3/3 damage, chosen from cold, electricity, fire, or physical.

Immune to either electricity, fire, or bludgeon weapons. Air and fire can fly. Fire is vulnerable to cold. Water can swim and freeze at will. Earth burrows.

Ghoul/Mummy

AC 14, HP 12, +3 Athl, +3 Subt, -2 Lore

Bite/Touch: +3/7 damage; target is paralyzed for a minute.
Mummy also infects with rotting disease.

Damage

Subtract any damage that is dealt from the target's hit points (**HP**). When targets other than the PCs run out of hit points they die. **At 0 hit points**, PCs become unconscious immediately and must roll DC 15 Athletics checks on every subsequent turn until they fail a save and die, are healed, or are stabilized by an ally (generally a DC 15 Lore check).

Some creatures are vulnerable or resistant to particular types of damage, like fire — when hit with damage of that type, such creatures take double or half of it, respectively.



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Human +2 to Athl, Subt, or Lore.

Construct Attach weapons to arms.

Dwarf Poison resistance.

Elf +1 Athletics, +1 Lore.

Gnome Can talk to rodents.

Half-Elf Speaks 5 languages.

Halfling Can reroll a check 1/day.

Half-Orc +1 to BWAM.

Ryujin *Breath:* Blast/2 Fire.

Tief Fire resistance.

1 Light: Bright light, or 4 radiant dmg.

2 Guidance: Give ally +4 to a d20 roll.

3 Augury: Ask GM a yes/no question.

4 Shield: +2 AC & 50% arrow redirect.

5 Heal: Touch/Heals 1d10+5 HP.

6 Cure: Touch/Cures poison or disease.

7 Resist: Immune to fire, cold, or poison

8 Speak w/ Dead: 3 questions to corpse.

9 Stone Wall: 4" thick, 50x50 ft.

10 Fly: Touch/Target grows wings.

Bard

+3 BWAM, 20 HP, +2 Athl, +2 Subt, +5 Lore, Light Armor

Roll one spell each day from 11-15 on the magic table. *Guidance* 3/day. As a standard action you can play music to give your allies +1 to all rolls for 1 round.

Marshal

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As a free action once per turn, you may trigger an opportunity attack from an enemy who can attack you — if the enemy chooses to do so, an ally can make a free attack against them. Allies get +1 to hit & damage targets you're engaged with.

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AC 11, HP 9, +0 Athl, +8 Subt, +6 Lore
Drain: +5/4 necrotic; Wights can reduce target's max HP by 4.

Incorporeal; can only be damaged by magic, at half damage.

Landshark (Boss)

AC 16, HP 44, +9 Athletics, +7 Subterfuge, no Lore

Bite: +6/7 damage.

Burrows through the ground like water, sensing vibrations. Can jump shockingly high. Automatically knocks prey over.

Magic User

AC 11, HP 22, +2 Athl, +2 Subt, +4 Lore
Choose 3 spells or powers to cast at will.

Position and Engagement

Far: It takes two move actions to move from *far* to close range. If you're far, you can only make ranged attacks.

Close: Creatures who are *close* are one move action away from each other. When you move to attack someone, any close, unengaged enemies can try to intercept/engage with you. A Subterfuge check, opposed by Athletics, prevents this.

Engaged: If you can make melee attacks against an enemy, you're *engaged* with them. When a creature moves away from an enemy they're engaged with, enemies can make an **Opportunity Attack** against them. To avoid this a creature may use their standard action to move.

Weapon Examples Dmg.

Small *Knife, Fist, Rock* 3

Ranged *Bow, Crossbow* 4

1-Hand *Sword, Axe, Mace* 5

2-Hand *Longsword, Spear* 7

Armor Athletics AC

None - 11

Light -1 14

Heavy -2 17

Shield - +1

11 Disguise: Changes appearance/clothes

12 Darkness: Creates cloud of darkness.

13 Mirror Img.: 3 of self, w/ 1 Hp each.

14 Teleport: 5 creatures teleport 500 ft.

15 Sleep: Touch/The target falls asleep.

16 Web: Blast/DC15 Athl/Target is stuck.

17 Acid: +7 vs AC/5 acid for 2 turns.

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Roll one spell each day from 1-5 on the magic table.

You can summon a holy mount who you can ride. It has AC 14, 20 HP, +6 Athl, +0 Subt, and +0 Lore.

Mimic/Ooze

AC 14, HP 18, +3 Athl, +12 Subt, No Lore
Pseudopod: +8/9 poison or acid dmg.
Engaged foes are glued; DC 20 Athl escp.

Necromancer (Boss)

AC 14, HP 30, +3 Athl, +6 Subt, +7 Lore
Life Drain: +7/7 necrotic damage, & necromancer heals 7 HP.

Can cast Darkness, Web, and 2 more spells at will. As a standard action, can raise unconscious/dead foes as zombies.

Skeleton/Zombie

AC 14, HP 10, +3 Athl, +3 Subt, no Lore
Weapon: +4/4 for bow, 5 for sword (and +1 AC), 7 for spear.

Skeletons take half dmg. from non-bludgeon weapons. Zombies do +2 dmg.