

Advanced POCKET

Play Off the Cuff – Keep Engaging Tactics
A fantasy TTRPG for short campaigns

Character Creation

The two primary decisions to make in character creation are your Race and your Class.

Your **Race** gives you a bonus to a **Skill** (generally +2), as well as one or more **Racial Abilities** and/or modifiers to various numerical stats. As with your class, you might be asked to choose between multiple abilities.

Your **Class** determines most of your abilities. The different classes are split into three categories:

Smashy: Barbarian (Berserker), Fighter (Swordmage), Monk, Paladin, Warden (Totem Warrior), Warlord
Versatile: Bard (Skald), Ranger, Rogue (Thief)
Magical: Cleric, Druid, Sorcerer, Theurge, Wizard

Class variants are listed in parentheses. There are also a number of classes and variants that will be detailed in future supplements.

The main numerical traits your class determines are listed underneath the name. These are as follows:

- Your **Hit Die**.
- Your **Base Weapon Attack Modifier (BWAM)**.
- The base modifier you have in your **Skills**. Generally you get a +4 modifier in one skill.
- Your **Saving Throws**.

Your class also determines your **Class Abilities**, which differentiate you from other characters. These abilities differ widely in terms of scope and power, and should be read somewhat carefully. You might be asked to choose between multiple abilities, or class variants. You might also be a **Spellcaster**, in which case you'll be capable of using magic.

After you have chosen your Race and Class, all that's left to do is to choose your equipment, determine your Maximum Hit Points, and determine what languages your character knows.

The two main forms of equipment you choose are **Weapons**, which each have a damage die, and **Armor**, which determines your **Armor Class (AC)** and **Movement Speed**, and further modifies your skills. See the **Starting Equipment** section on page 5 for information on choosing starting equipment.

To determine your **Maximum Hit Points**, first roll your Hit Die. You have a maximum number of hit points equal to the number you roll + your maximum Hit Die + 10. For example, if your Hit Die is d8, roll 1d8 and add the result to 18.

Finally, ask your GM for information about **Languages**. You probably know the Common Tongue and any languages normally associated with your character's race, as well as ones that might make sense with your class or background; say, Thieves' Cant for Rogues, Druidic for Druids, or any relevant liturgical languages for divine casters.

Actions in Combat

1 round is about 6 seconds long, and 10 rounds is 1 minute. On your turn you may:

- Move your speed or shift 5 ft — a **move action**. You can split up your move action if you wish.
- Make an attack, cast a spell, move your speed again, or some similarly large action — a **standard action**
- Do a smaller action, like draw a weapon — a **minor action**
- Perform any number of negligible actions, like talking or dropping a weapon — these are **free actions**

Sometimes things might be specified as a **reaction**; these can be done when it's not your turn, and preempt whatever you're reacting to. You may also **ready** an action, withholding it until a predetermined trigger occurs.

Even when it isn't explicitly specified, a GM should feel free to have characters occasionally react to actions out of turn. This can be taken too far, so GMs should use their own judgement as to whether or not a reaction breaks up the flow of the game. Still, it's often more interesting to have the players react to say, a falling blade trap, and then adjudicate the outcome accordingly, than it is to just spring it on them.

Opportunity Attacks: When a creature moves away from an adjacent enemy, as a reaction that enemy may use a weapon or natural attack to make an opportunity attack against them. To avoid this a creature may substitute moving their speed with a 5-foot **shift**. Reach and ranged weapons can be used, but cannot be used to make opportunity attacks against non-adjacent targets. The GM may also decide that certain other actions trigger opportunity attacks.

Initiative: The specific initiative rules have been left to GM preference. If needed, an easy way to determine initiative bonuses is to give characters wearing Cloth +4, Leather +3, Chain +2, Scale +1, and Plate +0.

Attacks and Damage

Weapon Attacks: To hit with a weapon (and unless noted, fists are considered weapons), roll 1d20 and add your weapon's **Attack Bonus** - if it is equal to or greater than the target's **Armor Class (AC)**, the attack hits.

Your weapon's attack bonus is calculated by adding your **Base Weapon Attack Modifier (BWAM)** and any other applicable bonuses you get to the attack.

Rolls of 1 are always a failure, while rolls of 20 are always a success (a **critical hit**), and deal either the attack's maximum damage or double damage (whichever you want), though any other effects and ongoing damage are unaffected.

Dual-wielding: When dual-wielding weapons (or fists), if you're a **Smashy character** or a **Versatile character**, you may make an additional attack with your second weapon as part of your first weapon's attack action. However, when you do so you may not add your BWAM to either attack roll. You still may add any other applicable bonuses as normal. **Magical characters** receive no such benefits from dual-wielding.

Natural Attacks: Some characters may have natural attacks. These function like weapon attacks, but they have a pre-specified BWAM. Natural attacks may not be used for dual-wielding purposes.

Magic Attacks: Magic attacks can either automatically hit, target AC, or require a saving throw by the target. If an attack targets AC, it will work the same way weapon attacks do, and will specify an attack bonus. If an attack requires a saving throw, it will specify a **Difficulty Class (DC)**. Attacks that target an area will usually specify a Blast diameter in feet; unless otherwise specified, area attacks target all the creatures in an area, including the caster's allies, and often the terrain as well.

Arcane and **Occult** magic requires either a free hand or implement to use. For **Divine**, **Primal**, and **Psionic** magic, unless a touch or melee is specified, magic doesn't require a free hand to use.

Implements are left intentionally vague, and should not be assumed mandatory; for any edge cases, do not treat it as particularly strict. A tied up wizard may very well still be able to covertly cast spells. GMs should feel free to ignore implements entirely if they're not to their taste.

Damage: Roll the damage die and subtract the result from the target's hit points. 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 Physical saves on every subsequent turn until they either fail a save and die, are stabilized by an ally (DC 15 Lore), or are healed.

Typed Damage: Some creatures are **Vulnerable** or **Resistant** to particular types of damage - when hit with damage of that type, such creatures take double or half of it, respectively. Vulnerability and resistance to the same type of damage generally cancel each other out, while immunity generally takes precedence over both.

Often damage will be divided up based on what type it is, but sometimes damage will be specified as being multiple types simultaneously - to resist such damage a target has to be resistant to both, but to be vulnerable they only have to be vulnerable to one.

The main damage types are fire, cold, acid, electricity, poison, sonic, necrotic, radiant, psychic, force, and ghost touch. There are also types of damage based on a weapon's material, such as cold-iron, silver, mithril, adamantine, stone, or beşik. Undead are damaged by positive energy - most healing magic.

Saving Throws, Ongoing Effects, and Recovery

Saving Throws: Saving throws are an alternative type of defense which involve rolling a d20, and are often the result of spells. They are always reactive, and generally not called for by the player. As with other d20 rolls, rolls of 1 are always a failure, and rolls of 20 are always a success. The two types are **Physical**, which represents a character's ability to endure, dodge, or otherwise avoid physical harm, and **Mental**, which represents their force of will and ability to resist mental attacks.

Ongoing Effect Rolls: When an effect is specified as (ongoing), roll an unmodified d20 at the end of your turn. If it's 11 or above, the effect ends immediately.

Recovery: You recover up to your maximum hit points after eight hours of rest (a **long rest**). Races which sleep must sleep during the majority of this time, and those that do not must still rest in some fashion. Major injuries, such as limb loss, do not heal on such a time frame, if ever, without magic or some other means of healing. After resting for 10 minutes (a **short rest**), characters below half their maximum hit points are restored to half their maximum hit points.

Skills

When you attempt an action with some chance of success or failure, you may be asked to roll a **Skill Check**. Skill checks are attempted by rolling a d20 and adding the appropriate skill modifier. If the result is equal to or greater than the difficulty class, the action succeeds. Rolls of 1 are always a failure, and rolls of 20 are always a success.

The GM may also decide to treat a check as an **Opposed Skill Check**, and have a player roll off against an enemy, with the higher result winning.

Actions which don't fit into the three types of skill, most often ones relating to perception or luck, are generally rolled without any modifier; if a skill can reasonably fit an action, GMs should err towards allowing the bonus.

Athletics: Swimming, jumping, forcing doors, horsemanship, climbing, intimidation, pushes, grabs, and so on are all feats of Athletics.

Subterfuge: Sneaking, picking locks, hiding, disguise, forgery, picking pockets, lying and so on are all feats of Subterfuge.

Lore: Recalling knowledge, researching, operating magical equipment, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court, stabilizing the dying, and so on are all feats of Lore.

Assisting with Skill Checks: As an action, you may attempt to assist an ally with a check. To do so, you must perform a DC 11 skill check; the skill you use depends on how you try to help. Success gives the ally a +2 bonus on their check, while failure gives a -1 penalty.

Spellcasting

Rolling for Spells: At the beginning of each day, i.e. at the end of a long rest, a spellcaster rolls on their table to see which magical spells they prepare that day, re-rolling any repeated spells. Spellcasters have a set number of castings per day, but may cast their prepared spells in any combination. If, during the previous day they never used a particular spell, they may either choose to keep it, or to re-roll it. Unless otherwise specified, spellcasters roll and cast as follows:

Full casters roll 4 times on their spell list per day, and get 6 castings per day. They can forgo rolling to instead choose their spells. **Theurges** are also full casters, but two of the spells they roll each day are arcane and two are divine; they can still cast those spells in any combination.

Half casters roll 2 times on their spell list per day, and get 3 casting per day. Both **Theurges** and half casters may choose to re-roll one of their daily spells, instead preparing the new spell.

Many races and classes also get special spells which they may cast every day (often a set number of times), without having to roll. These don't cost castings. For ease of reference, the spell will often be written with the magical list it can found on, along with its number on that list - e.g. (Arcane-1).

Choosing Spells: A full caster can forgo rolling their daily spells, and instead choose spells directly off of their spell list, at the cost of reducing the number of spells they have the ability to cast that day. When doing so they may choose 2 differing spells, and may cast each one only once that day. **Theurges** may choose these spells freely from the arcane and divine spell lists.

Races

Human	You gain +1 to all saving throws and ongoing effect rolls, and you speak an extra language. +2 to any skill.
Dark Elf	Darkvision and dazzled by bright light and radiant damage. +2 to Mental saves, and can cast <i>Darkness</i> 1/day. You don't sleep. +2 Subterfuge.
Dwarf	Darkvision. Poison resistance. You take no skill penalties when wearing scale or plate armor. +2 Athletics.
Gnome	You're small. Darkvision. When creating your character choose between being able to speak to burrowing animals or being able to cast the Arcane spell <i>Prestidigitation</i> 1/day. +2 Subterfuge or Lore.
Goblin	You're small. Darkvision. +3 to opposed Athletics checks against opponents larger than you. Your screech is very unsettling. +2 Subterfuge.
Goliath	Your weapons do one damage die higher damage (eg 1d10 to 1d12). +2 Athletics.
Half-Elf	You speak three extra languages in addition to Common and Elven. +2 Lore.
Halfling	You're small. You're also lucky, so 1/day you can reroll a d20 roll. +2 Subterfuge.
Half-Orc	Darkvision. You get +1 to attack rolls with weapon attacks. +2 Athletics.
High Elf	Darkvision. You may teleport your speed 2/day. You don't sleep. +2 Lore.
Minotaur	Darkvision. You can use your horns as a natural melee attack with a base modifier of +4. Your horns deal 1d8 damage, or 1d12 damage as part of a charge. +2 Athletics.
Ryūjin/ Dragon-kin	You may use your breath weapon once per 10 minutes: Minor/Blast 15/DC 15 Physical save for half/1d8. At character creation pick acid, cold, electricity, fire, or poison +2 Athletics.
Wood Elf	Darkvision. At character creation choose either +5 movement or +2 Lore. You don't sleep. +2 Athletics.

Barbarian

Smashy, d12 Hit Die, +6 BWAM, +4 Athletics, +6 Physical, +2 Mental

Rage: For 1 minute you gain +3 to Athletics checks, Physical saves, and damage rolls. While raging you also have resistance to all damage except for psychic. You may use this 2/day.

Other Traits: You can't read.

Barbarian Class Variant: Berserker

As a **Berserker**, replace one of your daily uses of *Rage* with the ability to cast the Primal spell *Wildshape* 1/day.

Bard

Versatile, d8 Hit Die, +4 BWAM, +2 Subterfuge, +6 Lore, +4 to both Physical and Mental saves

Spellcasting: You are an **Arcane half caster**. As an Arcane caster you are always treated as having *Prestidigitation* prepared, and in addition to casting it normally, you may do so 1/day for free. You can cast the spell *Guidance* 3/day (Divine-1).

Bardsong: As a standard action you may perform *Bardsong* to give allies +1 to all attacks, skill checks, saves, and ongoing effect rolls for 1 round.

Other Traits: You know one extra language and start with a musical instrument of your choice.

Bard Class Variant: Skald

As a **Skald** you lose your Arcane casting (and *Prestidigitation*), and instead become a Primal half caster. You also lose your ability to cast *Guidance*, but your *Bardsong* gives a +2 bonus.

Cleric

Magical, d6 Hit Die, +2 BWAM, +4 Lore, +2 Physical, +6 Mental

Spellcasting: You are a **Divine full caster**. You can cast *Cure Wounds* 2/day for free (Divine-4).

Smite: In exchange for one of your daily castings, after hitting a target with a weapon attack you may deal 1d6 extra radiant or necrotic damage, depending on your god. With the GM's permission, a worshipper of a god of fire, lightning, winter, or other suitable concept may deal a different damage type.

Other Traits: You start with a free shield. Unlike other *Magical* characters, you can use shields.

Druid

Magical, d6 Hit Die, +2 BWAM, +4 Lore, +2 Physical, +6 Mental

Spellcasting: You are a **Primal full caster**. You are always considered to have the spell *Wildshape* prepared, in addition to your 4 other rolled spells. If you decide to choose spells you get 1 additional free casting of *Wildshape* for the day.

Animal Companion: You have a feral animal companion, who helps you no more than once per week. See page 8 for more.

Fighter

Smashy, d10 Hit Die, +6 BWAM, +4 Athletics, +6 Physical, +2 Mental

Defender: Once per round you may make an opportunity attack against an adjacent enemy that uses their turn attacking someone other than you. Also, when you hit with an opportunity attack, your target stops moving if a move is what triggered it.

Opportunist: You get a +2 bonus to attack rolls when making opportunity attacks.

Heavy Armor Mastery: You have +5 movement while wearing chain, scale, or plate armor.

Other Traits: You start with an extra weapon.

*The **Swordmage** fighter class variant is detailed on page 6.*

Monk

Smashy, d10 Hit Die, +6 BWAM, +4 Athletics, +6 Physical, +2 Mental

Acrobatics: You can jump half your speed without a check.

Small Weapon Mastery: You gain +2 to hit with unarmed attacks and small weapons. You deal 1d6 damage with unarmed attacks and small melee weapons.

Evasion: You take no damage on a successful Physical saving throw. You have a +2 bonus to AC against opportunity attacks.

Flurry: You may make an extra melee attack as part of your attack action every turn, at the same attack bonus as the first attack.

Unless you have some additional bonus to your attack roll, this means you can make two weapon attacks at +6 or, when dual-wielding weapons, three weapon attacks at +0. If fighting unarmed or with small melee weapons you make two attacks at +8 or three attacks at +2.

Unarmored Dependency: To gain the benefit of any of your abilities you cannot wear armor heavier than cloth.

Paladin

Smashy, d10 Hit Die, +6 BWAM, +4 Athletics, +6 Physical, +2 Mental

Spellcasting: You are a **Divine half caster**.

Smite: In exchange for one of your daily castings, after hitting a target with a weapon attack you may deal 1d6 extra radiant or necrotic damage, depending on your god. With the GM's permission, a worshipper of a god of fire, lightning, winter, or other suitable concept may deal a different damage type

Holy Mount: You may summon a magical mount. The mount uses your actions and initiative to act. See page 7 for more.

Lay on Hands 1/day: The target rolls their hit die and regains that amount of HP + 2.

Ranger

Versatile, d8 Hit Die, +4 BWAM, +4 to skill of choice, +4 to both Physical and Mental saves

Spellcasting: You are a **Primal half caster**.

Animal Companion: You have an animal companion. Your companion uses your initiative to act, and gets both a standard action and a move action. See page 8 for more.

Twin Arrows: While wielding a two-handed ranged weapon you can make two attacks without your BWAM, as if you were dual-wielding ranged weapons.

Rogue

Versatile, d8 Hit Die, +4 BWAM, +6 Subterfuge, +4 to both Physical and Mental saves

Evasion: When you wear Leather or Cloth armor you take no damage on a successful Physical saving throw.

Dodge: You have a +4 bonus to AC against opportunity attacks.

Sneak Attack: You do x3 damage when doing a sneak attack.

Riposte: You deal x2 damage on attacks when you have the upper hand, narrowly construed.

Rogue Class Variant: Thief

Thieves lose *Riposte*, but gain +4 to checks made to find traps and disable mechanisms, and +2 to both Athletics and Lore.

Sorcerer

Magical, d6 Hit Die, +2 BWAM, +4 Athletics, +4 to both Physical and Mental saves

Spellcasting: You are an **Arcane full caster**. When rolling for spells, you may cast 9 spells per day, but only get 3 spell rolls per day. As an Arcane caster you are always treated as having *Prestidigitation* prepared, and in addition to casting it normally, you may do so 1/day for free.

Theurge

Magical, d6 Hit Die, +2 BWAM, +4 Lore, +2 Physical, +6 Mental

Spellcasting: You are an **Arcane and Divine full caster**. See **Spellcasting** on pg. 2 for more information. As an Arcane caster you are always treated as having *Prestidigitation* prepared, and in addition to casting it normally, you may do so 1/day for free. You can also cast *Fly* 1/day for free (Arcane-11).

Warden

Smashy, d10 Hit Die, +6 to Maximum Hit Points, +6 BWAM, +4 Athletics, +6 Physical, +2 Mental

Spellcasting: You can cast the Primal spell *Wildshape* 2/day.

Fury: As an attack without your BWAM, you can attack all adjacent foes.

Wild Resilience: You perform ongoing effect rolls at both the beginning and end of your turn. For ongoing effects that get worse on failures, only the last roll counts

Warden Class Variant: Totem Warrior

As a **Totem Warrior** a Warden becomes a **Primal half caster**, but only gets +3 hit points instead of +6. Totem Warriors lose *Fury* and the ability to *Wildshape* into any non-magical animal; instead, at character creation choose a single animal - you may only use your *Wildshape* to turn into your chosen totem animal.

Warlord

Smashy, d10 Hit Die, +6 BWAM, +4 Athletics, +6 Physical, +2 Mental

Spellcasting: 1/day you may cast *Aid* (Divine-3).

Guardian: As a free action once per turn, you may trigger an opportunity attack from an enemy that can attack you - if the enemy chooses to do so, an ally can make a free attack against them. If the enemy chooses not to, you get +2 to hit them with your next attack

Command: When assisting other characters you grant a +3 bonus instead of the normal +2.

Lay on Hands 3/day: The target rolls their hit die and regains that amount of HP + 2; this is a non-magical form of healing.

Other Traits: You start with a free shield and a flag.

Wizard

Magical, d6 Hit Die, +2 BWAM with small weapons, +0 BWAM with other weapons, +4 Lore, +2 Physical, +6 Mental

Spellcasting: You are an **Arcane full caster**. When choosing spells instead of rolling, you may use both of the chosen spells twice that day. As an Arcane caster you are always treated as having *Prestidigitation* prepared, and in addition to casting it normally, you may do so 1/day for free. You can also cast the unique arcane spell *Magic Missile* at-will.

Starting Equipment

Choose 3 weapons, or 2 weapons and a shield. One of the weapons should be small. Then choose some armor. Only **Smashy Characters** may choose plate armor at character creation.

The assumption is that players don't need to keep track of ammunition. It can generally be counted on that a character has common traveling supplies; stuff for camping, climbing, and dungeoneering, as well as any relatively inexpensive items that a member of one's class or background might have.

The GM might or might not care about tracking currency, but 2d10 GP and 1d10 SP is a general standard for starting.

Range is a largely subjective category, so anything within a few hundred feet is in range, provided it isn't covered up or rainy or something. Weapons with **Reach** can attack targets within 10 feet, instead of the normal 5 feet.

Proficiencies: All characters may use any weapon. Notably, small creatures can use normal sized weapons without penalty. Armor has the following restrictions:

- **Monks** must wear cloth armor to use their abilities.
- **Rogues** must wear cloth or leather armor to use their *Evasion* trait.
- **Magical Characters** gain no benefit from using shields, with the exception of **Clerics**.

Familiars: The following stats can easily be modified to create a variety of familiars. If allowed by the GM, familiars should generally only be able to use the character's actions to act. Characters who take a familiar at character creation start with two fewer weapons;

Familiar

AC 11, HP 12, d4 HD

Attack +2/1d4

Movement: 20 - Tiny

Skills: Athletics (+2), Subterfuge (+8), Lore (-1)

Saves: Physical (+4), Mental (+2)

Evasion: A familiar takes no damage on a successful Physical saving throw.

Other Traits: As determined by GM and player.

Magic Items will be detailed in a future supplement, but the following is a baseline: Magic weapons with a numerical bonus add it to both attack and damage rolls, while magic armor grants a bonus to both AC and Physical saves.

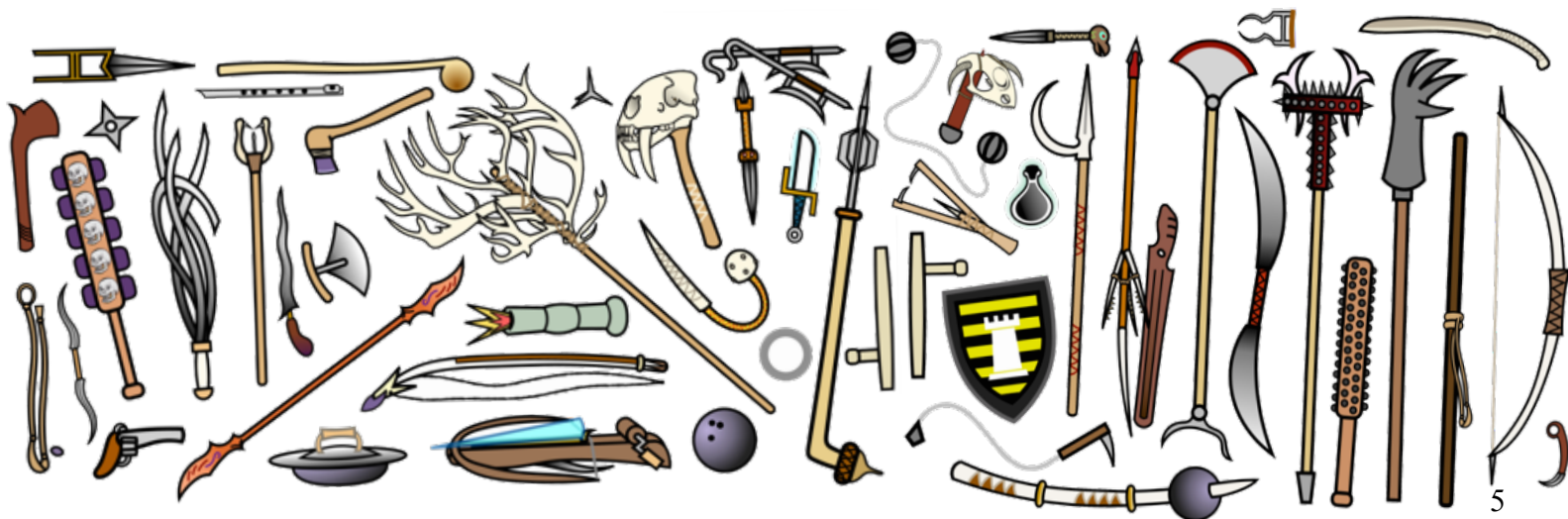


Weapon	Examples	Damage
Small	<i>dagger, sling, rock, fists, hand crossbow</i>	1d4
Ranged	<i>bow, crossbow, thrown javelin, boomerang</i>	1d6
One-Hand	<i>longsword, mace, axe, club</i>	1d8
Reach (Two-Hand)	<i>spear, halberd, glaive, ji</i>	1d8
Two-Hand	<i>greatsword, maul, greataxe, quarterstaff</i>	1d10

Armor	Armor Class (AC)	Movement in ft. (MV)	Skills
Cloth	11	40	+2 Athletics
Leather	13	35	+1 Athletics
Chain	15	30	-
Scale	16	25	-1 Subterfuge
Plate	17	20	-1 Subterfuge, -1 Athletics
Shield	+1	-	-

Creating Custom Weapons: To determine what damage an exotic or unusual weapon does, find its place on the table and modify from there. Generally weapons that have some beneficial property reduce the damage die by one size, and weapons with some limitation increase the damage die by one size. That said, when designing exotic ranged weapons, try to avoid going above a 1d8 damage die, and avoid going over 1d4 for one-handed ranged weapons.

- Whips, lances, and many other one-handed reach weapons would deal 1d6 damage.
- A heavy crossbow that requires a minor action to load could deal 1d8.
- Improvised weapons are generally one damage die lower than where they would otherwise be.
- Rules for double-ended weapons can often just be re-skinned from dual-wielding, and should count for two weapons when choosing equipment.
- Firearms are detailed in *Guns, Wyrms, and Steels*.



Arcane Spells

Arcane magic generally requires a free hand to use, but implements such as staves, wands, orbs, rods, pact weapons, bardic instruments, etc., may be used instead. Wizards and Theurges require spellbooks to prepare their spells, and Bards use songbooks. Arcane casters are always treated as having *Prestidigitation* prepared, and can also cast it for free 1/day.

- 1 **Detect Magic:** Detects and identifies spells, magic items, and other sources of magical energy within 60 ft. for 10 minutes.
- 2 **Comprehend Language:** For the next 24 hours you can either understand a language you've heard in the last week, or can read a script you've seen in the last week.
- 3 **Feather Fall:** Subject falls slowly until landing.
- 4 **Darkness:** 30 square feet of darkness for 10 minutes.
- 5 **Armor of the Magi:** +4 AC, or +2 AC and you have a 50% chance to redirect arrows. Lasts 1 hour.
- 6 **Mirror Images:** You create two 1 HP illusions of yourself - you may cast this multiple times to create more illusions; attacks targeting you must roll for the chance to instead hit one of your illusions.
- 7 **Solid Fog:** Blast 25/you create a cloud of fog, which for 10 minutes blocks sight, and reduces movement in the cloud to 5 ft. regardless of normal speed.
- 8 **Spiderclimb:** Grants ability to walk on walls and ceilings for 10 minutes.
- 9 **Sleep:** DC 13 Mental save, or the target falls into a magical slumber for 10 minutes.
- 10 **Invisibility:** Subject is invisible for 10 minutes, or until they attack.
- 11 **Fly:** The target can fly its speed for 10 minutes.
- 12 **Electric Grasp:** +7 melee/2d6 electricity damage. Can chain to adjacent targets as well.
- 13 **Acid Arrow:** You fire a bolt of hardened, volatile acid. +5 ranged attack/2d4 acid damage/1d4 acid (ongoing), even on a miss.
- 14 **Fireball:** Blast 25/DC 15 Physical save for half damage/2d6 fire damage.
- 15 **Dimension Door:** You and up to 4 creatures you're touching can teleport 500 ft.
- 16 **Burning Palms:** Blast 15/DC 16 Physical save for half damage/2d4 fire damage. Alternatively, you may cast this on one target as a melee spell for 3d4 fire damage.
- 17 **Wall of Force:** Creates an indestructible wall of force, with a maximum height and width of 25 ft, which lasts for 10 minutes. If you may attempt to entrap an unwilling target in a sphere of force, they get a DC 15 Physical save to dodge the spell being cast on them.
- 18 **Ball Lightning:** Ranged attack/DC 18 Physical save for half damage/2d6 electricity damage.

19 **Cone of Cold:** You shoot a blast of frigid air. Blast 35/DC 13 Physical save for half damage/2d6 cold damage.

20 **Swarm of Meteors:** You summon fiery meteors. Blast 50/automatically hits all targets in area/1d6 damage and 1d12 fire damage.

* **Magic Missile:** You fire a small ball of force. Ranged/2 force damage/automatically hits.

* **Prestidigitation:** Perform minor tricks for 10 minutes. Dancing lights, mage hand, conjuring sounds or smells, unseen servant, knock, etc. So long as they're relatively minor, be creative.

Fighter Class Variant: Swordmage

As a **Swordmage**, you give up your *Defender* ability in order to gain the ability to cast a single arcane spell, rolled daily from entries 11-20 on the Arcane Spell table. You may cast your spell 2/day. As an Arcane caster you are always treated as having *Prestidigitation* prepared, and may cast it 1/day for free. Your spells require a free-hand or implement to cast.

Divine Spells

Divine casters gain their power through faith to a particular deity, and often channel their spells through weapons, a holy symbol, or in the Archivist's case, a research book; they do not technically need them for spellcasting though.

- 1 Guidance:** The subject gains a +4 bonus on one attack roll, saving throw, or skill check of their choice. Lasts for 1 minute or until discharged.
- 2 Bless:** Sanctifies water, food, the ground, and other things. Can be used to remove poisons or diseases from them, prevent rot or decay, and to create holy water. Alternatively you may cast *Create Food and Water*, which creates enough to feed 10 people.
- 3 Aid:** A subject receives +2 on attack rolls and +4 on saves against fear based effects for 10 minutes, as well as 1d8+5 temporary HP, which can exceed the subject's maximum hit points, but disappear when the spell ends.
- 4 Cure Wounds:** Touch a subject to cure 1 hit die + 4 HP.
- 5 Wall of Stone:** Creates a 4 inch thick sheet of stone, in almost any shape you desire, with a maximum area equivalent to that of a 50 ft by 50 ft square.
- 6 Banishment:** Reality rejected... Synapses shattered... DC 12 Mental save negates/a target who is native to the plane you're on is sent to a demiplane for 1 hour before reappearing - an extraplanar target is banished to its home plane, and cannot leave the plane for 24 hours.
- 7 Sanctuary:** Touch a subject - for 1 minute the subject cannot be attacked, so long as they don't make any attacks.
- 8 Neutralize Poison:** Touch a subject - you neutralize all poisons afflicting the subject.
- 9 Resistance:** 3 subjects gain resistance to a damage type of your choice for 24 hours.
- 10 Cure Disease:** Touch a subject - you cure a disease afflicting them.
- 11 Turn/Rebuke Undead:** Blast 25 against all undead in area/Automatically succeeds against unintelligent undead, while for intelligent undead a DC 10 Mental save negates/for 1 minute targets flee and attempt to hide. If the caster is aligned with an evil or death associated god, they may instead control the undead, albeit to a somewhat limited degree.
- 12 Searing Light:** Holy light bursts from your body. Blast 35 centered on self, ignoring allies/DC 14 Mental save for half damage/1d12 radiant damage.
- 13 Blistering Radiance:** You create a zone of holy fire. Blast 35/DC 14 Physical save for half damage/1d6 radiant and fire damage. Each turn you may sustain the zone with a standard action for up to 1 minute.
- 14 Hymnal Lance:** +5 ranged/2d8 sonic damage, as a ray of sound shoots out.
- 15 Shield of the Faith:** 15 foot aura lasts 10 minutes and grants a +2 AC bonus to all allies in range.

- 16 Stone Shape:** Lets you sculpt up to a 10 ft cube of stone into any shape. Alternatively, you may cast *Stone Body* to turn yourself into living stone for up to an hour.
- 17 Augury:** Ask a question regarding the outcome of a particular course of action, at least for the relatively near future. Your deity responds with either *Weal* (for good outcomes), *Woe* (for bad outcomes), *Weal & Woe*, or *Nothing*.
- 18 Speak with Dead:** Corpse answers 3 questions based on its knowledge in life.
- 19 Remove Affliction:** 10 minute casting time. You remove a negative affliction of any type, including poisons or diseases, affecting a subject. Make a Lore check: 1-9, damage equal to subject's maximum HP; 10-19, damage equal to half the subject's maximum HP; 20+, damage equal to 1/4 subject's maximum HP. Either you or the subject may take this damage.
- 20 Revive:** Brings a creature who died within the last round back to life. The creature returns with 1 HP, and their maximum HP reduced by 4; *Remove Affliction* can fix this HP loss. This spell can also revive someone who's died within the last week, but requires an 8 hours ritual and either a diamond worth 5000 GP or a dragon pearl.

Holy Mount (Tough)

Examples: Lion, Bear, Deinonychus, Shark, Griffin, Wyvern

AC 15, HP 26, d10 HD

Attack +4/1d8

Movement: 40 - Large

Skills: Athletics (+8), Subterfuge (+2), Lore (+0)

Saves: Physical (+6), Mental (+2)

Holy Mount (Fast)

Examples: Horse, Cheetah, Giant Lizard, Dolphin, Pegasus

AC 15, HP 25, d10 HD

Attack +4/1d4

Movement: 50 - Large

Skills: Athletics (+8), Subterfuge (+2), Lore (+0)

Saves: Physical (+4), Mental (+4)

Holy Mounts use the paladin's actions to act, and have the following traits:

Evasion: The mount takes no damage on a successful Physical saving throw.

Holy Bond: Any spell cast on the paladin can also be applied to the mount for free. A paladin can communicate telepathically with their mount from up to 1 mile away. The mount is an intelligent planar being who can be summoned and dismissed at-will. If killed, it takes 1d6 weeks before the mount can be summoned again.

At the GM's discretion mounts can be modified; notably, in an aquatic or aerial-focused campaign it may be a good idea to give the mount a swim or fly speed.

Primal Spells

Primal casters call on the power of nature and spirits for their spells. Druids often have totems, but do not need them to cast spells.

- 1 **Create Water:** Creates 10 gallons of pure water.
- 2 **Water Breathing:** Subjects can breathe under water for 8 hours divided by number of subjects.
- 3 **Fortitude:** Subject gains poison resistance and +3 on saves for 1 day.
- 4 **Magic Stones/Shillelagh:** Enchants either 3 rocks or 1 stick. When thrown, the stones gain an extra +1 bonus on attack rolls, and deal 1d6+1 sonic damage. The enchanted stick turns into a one handed cudgel, which when used as a melee weapon has an extra +1 bonus on attack rolls, and deals 1d10 +1 damage. The enchantment lasts for 1 hour.
- 5 **Füfuberry:** Creates 2d4 berries which each cure 1 HP when eaten.
- 6 **Speak With Plants/Animals:** You may speak with either plants or animals for 10 minutes.
- 7 **Barkskin:** Subject's skin becomes bark-like, granting a +2 bonus to AC for 24 hours. Alternatively you may cast **Tree Shape**, which makes a subject look just like a tree for 6 hours.
- 8 **Shatter:** Powerful sonic vibrations damage brittle or fragile objects and crystalline creatures (for 3d6 sonic damage), in a 5 ft. area.
- 9 **Entangling Vines:** Blast 35 centered on self - everyone, including allies, are entangled in plants and must make a DC 16 Athletics check to escape or 16 AC attack to cut free. After 10 minutes the plants disappear.
- 10 **Wood Warp:** Lets you bend a wooden thing within 20 ft.
- 11 **Lay of the Land:** In your mind you form an overhead view of all the terrain within 50 miles, as well as knowledge of all creatures within 50 feet.
- 12 **Burrow:** The subject may burrow its speed for up to 10 minutes.
- 13 **Floating Disc:** For 8 hours a slightly concave, 3-foot disk of floating force follows you.
- 14 **Rust Grasp:** Causes a ferrous item to rust; deals 2d6 damage to a ferrous creature.
- 15 **Heat Metal:** Makes metal so hot it damages those who touch it. Deals 2 fire damage every round. Lasts 1 minute, sustain minor.
- 16 **Wall of Fire:** Creates a 20 ft. tall wall of fire up to 60 ft. long, in any shape. Deals 1d4 fire damage for being within 10 ft of it, and 2d4 for going through it. Lasts 1 minute.
- 17 **Fae Fire:** Blast 50 within 100 ft/outlines all creatures in area in colored light for 10 minutes, making them visible in the dark, and undoing invisibility, *Mirror Image*, and other concealing effects.

18 **Windwaker:** Changes the speed and direction of the wind for 1 hour.

19 **Control Weather:** Casting time 10 minutes. You call forth weather of your choice, although the weather must be appropriate to the climate and season of the area you are in. As an action you can change the weather, but it takes 10 minutes to change. The spell lasts for 4d12 hours, and extends for a 2 mile radius around the casting location. Alternatively, cast **Obscuring Mists**, which summons lots of fog for 10 minutes.

20 **Summon Lightning:** Calls down a 3d6 electricity damage lightning bolt from the sky. Does 3d4 electricity damage when used indoors, and 3d10 electricity damage when used outside in rain.

* **Wildshape:** Become a non-magical animal for up to 1 hour. Your gear and items change with you. Your numeric stats don't change, although if the animal you become has a natural attack, your base attack modifier is +4, and you deal 1d10 damage with it. Also you might be able to fly, swim, burrow, etc.

Animal Companion (Tough)

Examples: Bear, Crocodile, Giant Crab, Ankylosaur, Python, Large Frog, Cave Spider, Drake, Dire Boar, Shark

AC 14, HP 24, d8 HD

Attack +4/1d8

Movement: 30 - Large

Skills: Athletics (+8), Subterfuge (+2), Lore (-3)

Saves: Physical (+6), Mental (+2)

Animal Companion (Fast)

Examples: Wolf, Tiger, Camel, Velociraptor, Terror Bird, Hawk, Deer, Goat, Stingray, Squid

AC 16, HP 22, d8 HD

Attack +4/1d6

Movement: 40 - either Small, Medium, or Large

Skills: Athletics (+8), Subterfuge (+4), Lore (-3)

Saves: Physical (+4), Mental (+4)

A **Ranger's** animal companion acts on the ranger's initiative, and gets a standard action and a move action to act. If killed, it takes 2d6 days before the ranger may train a new one.

Druids also have an animal companion, however, a druid's companion is considerably more feral than a ranger's. They act on their own accord and initiative, and will come to the aid of the druid no more than once per week, either when convenient for the animal, or when most needed by the druid. They will come and go as they please, sometimes following them from a distance, and only rarely approaching during daylight.

At the GM's discretion, animal companions can be modified. Giving the mount a swim, fly, or climb speed (say, for a spider), is one way to differentiate it, as is changing the creature's attacks or damage type. One way to do this is by reducing the damage of their standard attack by one die and giving them the option to instead grab, trip, or push their target.

Optional Rule: Partial Successes

If a player fails an attack or check by 3 or less, the attempted action is still a partial success; for example, an attack might deal half damage, or a skill check might result in success with some sort of mishap or complication. The details of a partial success can be determined by either the GM or the player, provided the GM approves.

Optional Rule: Wound Points

The following rules introduce a system of wound points. I've found they can help telegraph to players whether or not it's a good time to flee from combat. You could also tie long-lasting injuries to wound points.

When playing with wound points, characters have a maximum number of hit points equal to the number they roll + half their max hit die + 10. They also have a number of wound points equal to half their maximum hit die + 2. For example, a character with a d8 hit die would have 6 wound points, and 1d8+14 hit points.

When a character runs out of hit points they begin losing wound points. If a character has lost at least 1 wound point, they take -5 to all attack rolls and cannot cast offensive spells. Wound points are interchangeable with hit points when it comes to healing. If a character runs out of wound points they fall unconscious and begin taking DC 15 Physical saves as normal.

Optional Rule: 3 Level Progression

The standard game lacks leveling, but for medium-length campaigns, the addition of levels can help the players feel like their characters are growing. If you want the characters to level up over time, use the following rules:

Level 1 characters have hit points equal to 10 + their maximum hit die. Level 1 half casters roll once on their spell list per day, and can cast 2 spells per day. Level 1 full casters work like half casters normally do, getting 2 spell rolls and 3 castings a day; they also lose the ability to choose their spells. All casters may choose to re-roll one of their daily spells, instead preparing the new spell. Non-casters who are granted the ability to cast spells by their class are unable to cast them, unless it is at-will; they can still cast any spells granted by their race. All other class features are the same.

Level 2 characters are the same as the standard characters detailed in this game. They roll a hit die and add it to their maximum hit points, and may cast spells as their normal characters would; notably, this means full casters may no longer choose to re-roll one of their spells.

Level 3 characters roll another hit die and add it to their maximum hit points. They also gain +2 to AC, a skill of their choice, and to one of their saving throws. Finally, all characters gain resistance to two damage types chosen from fire, cold, acid, electricity, poison, sonic, psychic, necrotic, or radiant.

Optional Rule: Speed as a Skill

As a house rule, the GM may decide to treat movement as a separate Speed skill, and allow characters to substitute certain skill checks and saves with Speed rolls. Your base Speed modifier is +1 for every 5 ft of movement above 20 you have. Unless other modifiers to movement are at play, this is determined by a character's armor: Cloth +4, Leather +3, Chain +2, Scale +1, and Plate +0.

Optional Rule: Speed Factor Initiative

Speed factor initiative attempts to replicate older styles of initiative, which can be nice in traditional dungeon crawls. It tends to work better with fewer enemy combatants.

Speed factor initiative makes use of the *Speed as a Skill* house rule. In speed factor initiative, at the start of each round everyone declares what standard action they're going to use and then rolls for initiative, with their Speed skill modified by the type of action they declare. The highest roll goes first and so on; in a tie, look first to the higher modifier, and then flip a coin.

Spell's Position on Spell List	Modifier
1-5	-1
6-10	-2
11-15	-3
16-20	-4

At-will spells are generally +0, unless the GM decides otherwise. If a spell isn't at-will for you, and either has an *, or is on a spell list which you don't otherwise have access too, you cast it at -4.

Weapon - <i>If dual wielding use the slowest.</i>	Modifier
Small Melee	+2
One-Handed Melee	+0
Two Handed Melee or Reach	-2
Ranged	-1*

* Potentially -3 for any homebrewed weapons with a higher die and some sort of loading property; say, a heavy crossbow. If using firearms, two-handed or mounted firearms would be -5.

Action	Examples	Modifier
Fast	Drinking a potion; throwing a bomb	+3
Medium	Pushing or grabbing an opponent; kicking a barrel over; readying a rope to climb	+0
Slow	Drawing an item from a backpack; disabling a trap with a skill check	-3

When it comes to your turn you can take whatever move and minor action you wish, but you take the standard action you declared; you may change the specifics like the target of the action without penalty. If you decide to completely change your standard action, you instead go to the end of the initiative order, lose your minor action, and take a -1 penalty to any d20 rolls you make.

You can always choose to delay your turn without penalty provided you take the standard action you declared.

You cannot ready an action in speed factor initiative, but GMs can give some leeway if a player expresses a desire to interrupt something. Reactions can be taken as normal.

Some Notes for Game Masters

First of all, feel free to ignore any of the rules. The purpose of this game is to be a starting off point from which you can build, so nothing detailed here should be thought of as set in stone, up to and including things like DCs, spell areas, and amounts of damage. **The specific descriptions and wordings are entirely at your convenience.** You can consult them to help you make decisions when you're stuck or if you're truly unsure about how to adjudicate something, but really there's nothing all that special about them, so by using your own judgement as a GM, the game will certainly be better than if you had run it as written.

Another central goal behind this game is to **encourage the players to stop thinking in terms of what the text allows them to do.** For that reason, the exact capabilities of things have often been purposely left vague. It is up to you as the GM and players to determine how you think the different spells, class features, status effects, and damage types should function in various scenarios.

I find this is particularly noticeable when it comes to spells and damage types. For example, feel free to:

- Have fireballs light things on fire.
- Have cold spells freeze water and put out fires.
- Give electricity spells a bonus against targets wearing metal armor - and anyone touching them.
- Use psychic to confuse instead of damage.
- Let someone use a sonic spell to distract a distant guard, to start an avalanche on a mountain, to break a window, or to broadcast a message to a crowd.
- Let a druid use *Wood Warp* to warp that tree into the shape of a canoe; or just *Wildshape* into a whale for the party to ride.

And so on. **Encourage the players to use their abilities in ways that allow them to solve their problems creatively,** and reward them for attempting to do so. In this game, things like combat are really only as interesting as you allow them to be.

As a GM for this game, a first focus should be on adjudication. **Strive to understand what the player wants to do, and then translate that action into rules.** Have the players describe what they do and add modifiers or effects to the core mechanics accordingly - feel free to ask questions if you don't quite understand what they're trying to do, and always be up front about what the effects will be. As an example:

Player: "I'll try to trip the Orc with the hook of my halberd."

GM: "Ok, hmm... are you trying to stab them at the same time, or just knock them to the ground?"

Player: "I wanna do both."

GM: "Alright, how about we'll say that you'll take a -2 penalty to your attack roll, but if you hit, the Orc will get knocked over in addition to taking the full damage; does that sound good to you?"

Second, **try to be sufficiently permissive as to allow your players to feel comfortable experimenting.** This doesn't mean you can't say no to your players - as a GM it's important to very clearly communicate what is or isn't possible. Rather, when you see any behavior you want to encourage, try to reward it mechanically.

It's a good idea to tell the players what damage types a monster is resistant or vulnerable to; if you know a troll is resistant to everything but fire, it becomes interesting to fight one surrounded by water or flammable gas.

If some tactically-minded player wants to flank, even though there aren't written rules for it, feel free to give them a +2 bonus for flanking. If a player wants to cut off the manticore's wing, have them make an attack without their BWAM, and if they succeed then the manticore can't fly anymore.

Feel free to give out bonuses without any associated penalties as well; give bonuses for the players coming up with colorful descriptions of their actions, or for getting really into character during a scene, or for coming up clever ideas. If you want to encourage player to assist each other, increase the bonuses for assisting with skill checks.

Hopefully you'll be able to use these rules as a starting point. Try to make this game your own - it's more fun that way!

Ideas for Adjudicating Actions

As you grow accustomed to the system you'll naturally find yourself better able to improvise within it - be sure to write down the stuff that works well. In addition to the examples above, here are some ideas to get started:

Give +2 or -2 for each advantage or disadvantage.

For **pushes, grabs, trips, disarms,** etc., I often have the participants roll opposed checks with Athletics or Subterfuge, depending on how they're trying to do it, or opposed attack rolls if they're making multiple attacks that turn.

If an enemy is trying to push, grab, trip, or disarm a player, I'll ask the player how they want to react, and accordingly let them roll Athletics, Subterfuge or a Physical save, or potentially take some sort of counter-action or reaction.

With **traps** the same principle applies: instead of just springing the trap on them, have the players react to it and adjudicate their actions accordingly.

For **called shots** and **dismemberment,** I often only allow them against large targets or targets who are hampered in some way. I generally treat it as an attack without BWAM.

If you allow **counterspelling** and **dispelling,** it's a good idea to tie it to some property of the spell. Say, cold vs. fire, or *Darkness* or necrotic vs. radiant. Feel free to let the player make a case for why a particular spell should counter another.

If a player does a really good job describing their action, I might let them crit on a 19 or 20, or win in the case of a tie on an opposed check. Or I might give them +1 to a d20 roll or damage. Or +2. Or I might just have them succeed automatically if it's really, really cool.

I often describe the enemies with words like **afraid, surprised, stunned, sickened, blinded, confused, or dazed,** and then have them act accordingly on their turns; say, stumble around if confused. **If a player does something to deal a status effect,** something like throw sand in a monster's eyes, I'll give the monster a DC 11 or 16 Physical save, and if they fail, they'll be affected (ongoing) or until they use an action to end it.

If the action a player wants to do is impossible, tell the player that it is, and also why you think so. I've found that often times there's a misunderstanding, but also **feel free to say no.**

Lastly, while keeping a degree of consistency is important, don't sweat it if you can't remember how you usually adjudicate something in the moment. It's more important that you **communicate your method to the players so that their decisions have meaning.**