Transpercé les membres du corps fortious

Membra corporis hominis punctanda sunt ut illi quinque animi inveniantur. Membra spinis captorum punctanda sunt ut Ille Praesens firmatus sit.

Quinque animi quibus Caelum sanguinem obtinet, quinque animi quibus ab Inferno exorietur.

Quando o mal é despertado procurer o Demonio d' olhos pretos

Démon

Cum Malum excitatum erit pete Diabolum oculo atri

Laisse ce livre tranquille!

Malum retine. Hoc liber a Diabolo factus est.

Character Creation

· Roll your attribute scores.
· Select a path:
  Record your hp and any skills, spells and spell slots or attack bonuses.
· Select your two perks.
· Record your saving throws.
· Roll 3d6 x 10 in coin to purchase equipment, or roll on a starting equipment table.

Attributes

Roll 3d6 down the line of attributes: **strength, dexterity, constitution, intelligence, wisdom** and **charisma**. The score of one attribute may be swapped with another. Each Attribute modifies aspects of your character:

· **STR:** Melee Attacks and Melee Damage.
· **DEX:** AC, Ranged Attacks and Initiative.
· **CON:** HD rolls and saves vs. Death.
· **INT:** Starting known languages and saves vs. Magic.
· **WIS:** Modifies saves vs. Devices.
· **CHA:** reaction rolls and retainers.

ATTRIBUTE SCORE	MODIFIER
3	-3
4-6	-2
7-8	-1
9-12	NONE
13-15	+1
16-17	+2
18	+3

Paths

· Every character begins with a +1 base attack modifier. Each level, including 1st, you must opt for either **fighting, proficiency** or **casting**.

Fighting: +1 base attack modifier (maximum of +10), 1d8 hp and 2 points deducted from saves of your choice.

Proficiency: 2 skill points to expend, 1d6 hp, and 4 points deducted from saves of your choice.

Casting: 1d6 hp, and 2 points deducted from saves of your choice. The <u>first</u> time this is selected you receive a grimoir containing *Read Magic,* plus 3 random spells.

Each selection of casting represents one Caster Level. For example, selecting the **casting** path three times follows the 3ʳᵈ Caster Level below.

Magic-User and Clerical spells are one and the same. New spells are learned through adventuring and study. Spell Lists can be imported from any OSR system.

	SPELL SLOTS								
CL	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	2	2							
5	3	2	1						
6	3	2	2						
7	3	3	2	1					
8	4	3	2	2					
9	4	3	3	2	1				
10	4	4	3	2	2				
11	5	4	3	3	2	1			
12	5	4	4	3	2	2			
13	5	5	4	3	3	2	1		
14	6	5	4	4	3	2	2		
15	6	5	5	4	3	3	2	1	
16	6	6	5	4	4	3	2	2	
17	7	6	5	5	4	3	3	2	1
18	7	6	6	5	4	4	3	2	2
19	7	7	6	5	5	4	3	3	2
20	8	7	6	6	5	4	4	3	2

Perks

Select two:

· 2 free skill points to distribute.
· +1 to a chosen saving throw.
· 30' darkvision.
· Extra +5 items before encumbrance penalties.
· +1 to a chosen attribute modifier.
· A reduced 1-in-6 chance of surprise.

These can be combined to create traditional races, or something that is wholly original:

Elves: (1-in-6 chance of surprise, +1 to saves vs magic.)
Dwarves: (30' darkvision, +5 items before encumbrance.)
Halflings: (2 points in bushcraft, +1 dex mod.)

Saving Throws

All saving throws begin at 15 and are reduced during leveling.

· AREA: gasses, explosions, and breath weapon effects.
· DEATH: poison, disease, and instant death effects.
· DEVICES: traps, wands, and their effects.
· MAGIC: arcane spells and their effects.
· PARALYZE: immobilizing effects.

Experience and Leveling

· All characters follow the same experience table. Experience is earned via treasure (on a 1 GP = 1 XP basis) or by defeating enemies.

LEVEL	EXPERIENCE
1	0
2	2000
3	4000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10+	120,000 each lv.

Skill Checks

· Everyone has a 1-in-6 attempt at any skill. A 6-in-6 skill rolls 2d6 and fails on double-6's. Checks are for attempts that have a risk of consequential failure, not mundane tasks. descriptive, clever role-playing and exploration should always supersede a dice roll. Below are common adventuring skills and examples of their uses that should cover most adventuring situations:

· **Acrobatics:** tumbling, jumping, balancing
· **Athletics:** climbing, opening stuck doors
· **Bushcraft:** nature, survival, animal handling
· **Knowledge:** select a field of study *
   · *Arcana*   · *Architecture & Engineering*
   · *History & Lore*   · *Languages*   · *Religion*
· **Medicine:** healing, identifying maladies
· **Search:** finding hidden items, doors and traps
· **Sleight of Hand:** pick-pocketing, delicate tasks
· **Sneak Attack:** backstabbing damage multiplier
· **Stealth:** hiding and moving silently
· **Tinkering:** lock picking, removing traps, basic repairs

* selecting a new field of study costs 2 skill points and begins at the standard 1-in-6 chance.

NAME		RACE	SEX

TITLE		ALIGNMENT	AGE

LEVEL	EXPERIENCE	NEXT LEVEL

FIGHTING	PROFICIENCY	CASTING
○○○○○○○○○○	○○○○○○○○○○	○○○○○○○○○○

MAX HP	CURRENT	TEMP

ARMOR TYPE	MELEE AC	RANGED AC

BASE ATTACK	MELEE ATTACK	RANGED ATTACK

ATTRIBUTE	SCORE	MOD	TEMP
STRENGTH			
DEXTERITY			
CONSTITUTION			
INTELLIGENCE			
WISDOM			
CHARISMA			

SAVING THROW	SCORE	BONUS
AREA		
DEATH		
DEVICE		
MAGIC		
PARALYZE		

CHANCE OF SURPRISE	/	6

WEAPON	AB	DAM	S	M	L

SKILL	SCORE		
ACROBATICS		/	6
ATHLETICS		/	6
BUSHCRAFT		/	6
KNOWLEDGE			
FIELD:		/	6
FIELD:		/	6
FIELD:		/	6
MEDICINE		/	6
SEARCH		/	6
SLEIGHT OF HAND		/	6
SNEAK ATTACK *		/	6
STEALTH		/	6
TINKERING		/	6
		/	6
		/	6
		/	6

MULTIPLIES BACKSTABBING DAMAGE.

COMBAT OPTIONS	AB	AC
STANDARD	+○	+○
PARRY	+○	+2 | +4
PRESS	+2	-4
DEFENSIVE	-4	+2
AIM	+4 (TAKES 1 ROUND)	

REMINDERS

· INVESTMENT IN THE FIGHTING PATH GRANTS THE +4 PARRY, PRESS AND DEFENSIVE COMBAT OPTIONS.

· SPELLCASTERS MUST HAVE BOTH HANDS FREE (OR BE CARRYING A STAFF OR WAND) AND BE ABLE TO RECITE THE SPELL FREELY.

· CHARACTERS MUST BE UNENCUMBERED TO USE ANY OF THE SKILLS INVOLVING MOVEMENT OR SUFFER A ONE POINT SKILL PENALTY PER LEVEL OF ENCUMBRANCE.

· ATTACKING FROM BEHIND REMOVES ALL DEX AND SHIELD MODIFIERS TO ENEMY AC AND GRANTS A +2 TO HIT. INVESTMENT IN SNEAK ATTACK GRANTS AN ADDITIONAL +2 BONUS.

CLOTHING WORN

EQUIPMENT	
	+1
	+1
	+1
	+1
	+1

ENCUMBRANCE

- ○ WEARING CHAIN ARMOR
- ○○ WEARING PLATE ARMOR
- ○ CARRYING 6 OR MORE DIFFERENT ITEMS
- ○ CARRYING 11 OR MORE DIFFERENT ITEMS
- ○ CARRYING 16 OR MORE DIFFERENT ITEMS
- ○ CARRYING 21 OR MORE DIFFERENT ITEMS
- ○○○○ CARRYING *OVERSIZED* ITEMS (1 EACH)

POINTS	ENCUMBRANCE	EXPLORE	COMBAT	RUNNING	DAY
0-1	UNENCUMBERED	120'	40'	120'	24 MI.
2	LIGHTLY	90'	30'	90'	18 MI.
3	HEAVILY	60'	20'	60'	12 MI.
4	SEVERELY	30'	10'	30'	6 MI.
5	OVERENCUMBERED	0'	0'	0	0 MI.

NON-ENCUMBERING EQUIPMENT	

KNOWN LANGUAGES	

MONEY AND GEMS	
PP:	
GP:	
SP:	
CP:	

NOTES