

Default Skills @ Character Gen

Architecture (non-Dwarf)	1 in 6
Architecture (Dwarf)	3 in 6
Bushcraft (non-Halfling)	1 in 6
Bushcraft (Halfling)	3 in 6
Climb	1 in 6
Languages	1 in 6
Search (non-Elf)	1 in 6
Search (Elf)	2 in 6
Sleight of Hand	1 in 6
Sneak Attack	1 in 6
Tinker	1 in 6

A level 1 Specialist begins with 4 skill points that can allocate as they see fit between these skills.

Using Skills

When use of an ability is attempted the player must roll a D6, if the result is equal to, or less than the ability score then the action is successful. If the player knowing the dice result would potentially influence their character's behaviour then the GM will roll the dice.

If a specialist has a 6 in a skill then 2D6 are rolled, they only fail if both dice come up as a 6.

Sneak Attack: For each point a Specialist puts in Sneak attack the damage increases by 1, if a Specialist has any points in Sneak Attack then they also get a +2 bonus to hit.

Encumbrance

Character is wearing chain armour*	+1 Point
plate armour*	+2 Points
Character is carrying 6 or more different items overall**	+1 Point
11 or more different items overall**	+1 Point
16 or more different items overall**	+1 Point
21 or more different items overall**	+1 Point

Encumbrance (cont)

Character is carrying an oversized item * +1 Point per Item

* Added to the number of Encumbrance Points but aren't recorded with the rest of the equipment.

** Multiple small items count as one item.

*Oversized items include any items that requires two hands to use.

Movement

Points	Movement per Turn (Exploration)	Movement per Round (Combat)	Miles Per Day
0-1	120'	40'	24
2	90'	30'	18
3	60'	20'	12
4	30'	10'	6
5	0'	0'	0

When running multiply the **Movement per Round (Combat)** by 3.

Terrain & Condition Mods for Movement

Terrain	Adjustment
Jungles, Mountains, Swamp	x 1/3
Desert, Forest, Hills	x 1/2
Clear, Plains, Trail	x 2/3
Road	x 1

Conditions	Adjustment
High winds or Precipitation	x 1/2
Storm conditions	x 1/3

Experience: Defeating Enemies

Enemy Hit Dice	XP Award
<1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500



Experience: Defeating Enemies (cont)

8	750
9	1000
10	1250
11+	1500

To count for XP purposes an enemy must be brought to 0HP, lose a Morale Check or surrender.

Experience: Recovering Treasure

The primary method for gaining XP in the game. The following will gain the characters wealth but **do NOT** gain them XP:

- Coins looted from the bodies outside of adventure locations.
- Rewards.
- Selling equipment stripped from foes.
- Selling magical items that have been used by a PC or a retainer.
- Tax income.
- Theft of wealth from mundane merchants, rulers and citizens.
- Trade, commerce, and other business activity.

Experience: Recovering Treasure

The following treasures **DO** count for XP purposes:

- All valuable objects recovered from uncivilised or abandoned areas.
- Money hoarded by creatures who have no actual use for it.

Treasure XP is calculated once it is returned to a secure location. 1 Silver Piece of treasure is worth 1 XP. Experience is divided between all surviving party members involved in an adventure.

Gain a Level

When a character gains enough XP to gain a level, the change happens next time they reach a secure location.

Characters can gain a maximum of one level per gaming session. Any Experience Points over half way to the next level earned from a single session are lost.

Damage

When a character (or creature) suffers damage it is deducted from their current Hit Points.

When his Hit Points reach 0, the character becomes unable to take any action and, in most cases, falls unconscious.

The character becomes mortally wounded at -3 HP and will die in 1d10 minutes. No healing, magical or otherwise, can prevent death at this point.

Death is instantaneous at -4 HP.

NPC Reactions

Roll	Reaction
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Talkative
12	Helpful

In most instances an NPC's reaction will be obvious based on circumstances. When it isn't the table above can be used.

Combat

Surprise

Roll 1D6 for each side that might be surprised; most normal characters are surprised on a roll of 1-2. Surprised characters are unable to act for one round.

Characters that are well hidden and prepared to perform an ambush, act from surprise on a roll of 1-4 on 1D6. The foes of surprised characters can take a free action before initiative is rolled.

Initiative

There are two ways to roll initiative:

- One player rolls 1D6 for the player character's side and the Referee rolls 1D6 for the opposition. The winner's side acts first followed by the other.

- All player characters roll 1D6 for initiative individually, and the Referee rolls once for each type of enemy they are facing. Then the Referee counts down from 6 to 1 with everyone acting on their initiative segment.

If opposing groups roll the same Initiative, break ties using the Dex modifier. If there are still ties then the participants act simultaneously.



Attack

A character can attack if there is an enemy within striking range. The GM will inform the player what the enemy's AC is, and the player rolls 1D20 to determine if they hit. If the result is equal or greater than the defenders AC then the character inflicts the weapon's damage on the defender.

- Strength bonuses are added to the Attack Bonus in melee.
- Dexterity bonuses are added to the Attack Bonus in ranged combat and to AC.

Fighter, Dwarves and Elves have two extra options in combat:

- **Press:** A fierce attack made at the expense of defence. +2 to hit, -4 AC penalty.
- **Defensive Fighting:** +2 AC bonus, -4 to hit.

Casting Spells

Magic-Users must have both hands free (a staff or wand in hand is acceptable), Elves need just one hand free to cast a spell. Clerics must have their holy symbol in their hand for the whole round. Spells with instantaneous or permanent duration take effect right away. All others take effect at the beginning of the next round before initiative rolls are made.

If a character has taken any damage earlier in a Round, the character cannot cast a spell that round.

Move

A character can move up to a 1/3 or his normal move in feet every Round and can also attack.

Alternately a character can charge, moving his full rate and doing double damage, but suffering a -2 AC penalty that Round.

Characters with weapons that can receive a charge automatically strike first against an enemy closing into melee range with them, unless they've already acted that round, and do double damage against charging opponents.

Parry

A character may decide to defend themselves at the expense of all other actions. No other action is allowed during a Round in which a character decides to parry, although a player is free to decide they are parrying at any point before they have acted in a round.

Parrying characters get +2 AC bonus for that Round, or a +4 bonus for Fighters, Dwarves and Elves.

Aiming

A character with a missile weapon may decide to take a full Round to aim. This means taking absolutely no action for one round besides aiming, during which time the character has no Dex modifier to their AC. On the following round they receive a +4 to hit when firing on his action. The aiming time is in addition to normal reload time.

Attacking from Behind

If a character is attacked from behind by an enemy he is not aware of, he loses all Dexterity and shield modifiers to AC and the enemy receives a further +2 bonus to hit.



Cover

Cover	AC Bonus
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25%	+2
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50%	+4
-----	----

75%	+7
-----	----

90%	+10
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Cover is protection behind something that can actually block incoming attacks.

Firing into Melee

When firing into a melee, randomly determine who in the melee is actually targeted--the firing character doesn't get to choose--before rolling to hit.

If the firing character takes a full round to aim, one possible target of the firing character's choice counts as two people in the melee when the Referee comes to determine the target.

Larger targets count as two characters for random target determining, truly gargantuan creatures can be fired on using the normal rules.

Dexterity modifiers do not apply for either the firing character or the targets when firing into a melee.

Helpless Opponents

Helpless opponents, defined as those sleeping, bound, magically frozen, etc., are automatically hit for maximum damage by anyone attacking them with a melee weapon.

Morale

To make a morale test roll 2D6; if the roll is equal to or less than the Morale score then the NPC, monster or monster group is willing to stand and fight. If the result is higher than the score then they have lost their nerve. NPCs, monsters or monster groups with a Morale score of 12 never fail a check.

In general Morale is checked when an NPC, monster or monster group first encounters opposition, and again when they are reduced to half strength.



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