

Character Creation

1 Roll 3d6 for each of your Abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma), in order. Add 9 to the lowest of the three dice to find that ability's Defense Score. The referee may allow you to switch two of them. Each Defense Score also has a related Bonus Score, found by subtracting 10 from it. Mark down these scores next to each ability.

Defense	10	11	12	13	14	15	16	17	18	19	20
Bonus	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

2 You begin with 3d6 x 10 coins to spend on equipment. The maximum number of item slots you can fill is equal to your Strength defense. If you buy any armor, record its armor defense and bonus, and add quality boxes to your armor and weapon slots equal to their quality rating. If you're unarmored, your armor defense is 10 and your armor bonus is +0.

3 Roll 1d8 to find your maximum hit points. You start with full hit points. Your healing rate is 1d8+your Constitution bonus. Your exploration speed is 120ft per exploration turn, and your combat speed is 30ft per combat round.

4 Invent or roll the rest of your character's traits, such as your physique, face, skin, hair, clothing, virtue, vice, speech, background, and alignment. Note that alignment does not indicate your character's personality but instead their allegiance to cosmic forces. Choose a gender and a name for your character.

Physique

- | | | | |
|--------------|-------------|----------------|--------------|
| 1. Athletic | 6. Hulking | 11. Short | 16. Stout |
| 2. Brawny | 7. Lanky | 12. Sinewy | 17. Tiny |
| 3. Corpulent | 8. Ripped | 13. Slender | 18. Towering |
| 4. Delicate | 9. Rugged | 14. Slumped | 19. Willowy |
| 5. Gaunt | 10. Scrawny | 15. Statuesque | 20. Wiry |

Face

- | | | | |
|-------------|--------------|----------------|-------------|
| 1. Bloated | 6. Elongated | 11. Impish | 16. Sharp |
| 2. Blunt | 7. Patrician | 12. Mouse-like | 17. Soft |
| 3. Bony | 8. Pinched | 13. Narrow | 18. Square |
| 4. Chiseled | 9. Hawkish | 14. Sunken | 19. Wide |
| 5. Delicate | 10. Broken | 15. Round | 20. Wolfish |

Skin

- | | | | |
|-----------------|----------------|------------------|----------------|
| 1. Battle Scars | 6. Oily | 11. Reeking | 16. Sunburned |
| 2. Birthmark | 7. Pale | 12. Ritual Scars | 17. Tanned |
| 3. Burn Scars | 8. Perfect | 13. Rosy | 18. War Paint |
| 4. Dark | 9. Pierced | 14. Rough | 19. Weathered |
| 5. Makeup | 10. Pockmarked | 15. Sallow | 20. Whip Scars |

Hair

- | | | | |
|------------|---------------|---------------|--------------|
| 1. Bald | 6. Disheveled | 11. Limp | 16. Ponytail |
| 2. Braided | 7. Dreadlocks | 12. Long | 17. Silky |
| 3. Bristly | 8. Filthy | 13. Luxurious | 18. Topknot |
| 4. Cropped | 9. Frizzy | 14. Mohawk | 19. Wavy |
| 5. Curly | 10. Greased | 15. Oily | 20. Wispy |

Clothing

- | | | | |
|---------------|------------------|---------------|----------------|
| 1. Antique | 6. Elegant | 11. Foreign | 16. Patched |
| 2. Bloody | 7. Fashionable | 12. Frayed | 17. Perfumed |
| 3. Ceremonial | 8. Filthy | 13. Frumpy | 18. Rancid |
| 4. Decorated | 9. Flamboyant | 14. Livery | 19. Torn |
| 5. Eccentric | 10. Food-stained | 15. Oversized | 20. Undersized |

Virtue

- | | | | |
|---------------|----------------|----------------|---------------|
| 1. Ambitious | 6. Disciplined | 11. Honorable | 16. Merciful |
| 2. Cautious | 7. Focused | 12. Humble | 17. Righteous |
| 3. Courageous | 8. Generous | 13. Idealistic | 18. Serene |
| 4. Courteous | 9. Gregarious | 14. Just | 19. Stoic |
| 5. Curious | 10. Honest | 15. Loyal | 20. Tolerant |

Vice

- | | | | |
|---------------|----------------|----------------|----------------|
| 1. Aggressive | 6. Deceitful | 11. Lazy | 16. Suspicious |
| 2. Arrogant | 7. Flippant | 12. Nervous | 17. Vain |
| 3. Bitter | 8. Gluttonous | 13. Prejudiced | 18. Vengeful |
| 4. Cowardly | 9. Greedy | 14. Reckless | 19. Wasteful |
| 5. Cruel | 10. Irrascible | 15. Rude | 20. Whiny |

Speech

- | | | | |
|---------------|-------------|----------------|------------------|
| 1. Blunt | 6. Droning | 11. Mumbling | 16. Slang-filled |
| 2. Booming | 7. Flowery | 12. Precise | 17. Slow |
| 3. Breathless | 8. Formal | 13. Quaint | 18. Squeaky |
| 4. Cryptic | 9. Gravelly | 14. Rambling | 19. Stuttering |
| 5. Drawling | 10. Hoarse | 15. Rapid-fire | 20. Whispery |

Background

- | | | | |
|--------------|---------------|---------------|----------------|
| 1. Alchemist | 6. Cleric | 11. Magician | 16. Performer |
| 2. Beggar | 7. Cook | 12. Mariner | 17. Pickpocket |
| 3. Butcher | 8. Cultist | 13. Mercenary | 18. Smuggler |
| 4. Burglar | 9. Gambler | 14. Merchant | 19. Student |
| 5. Charlatan | 10. Herbalist | 15. Outlaw | 20. Tracker |

Misfortunes

- | | | | |
|----------------|----------------|------------------|---------------|
| 1. Abandoned | 6. Defrauded | 11. Framed | 16. Pursued |
| 2. Addicted | 7. Demoted | 12. Haunted | 17. Rejected |
| 3. Blackmailed | 8. Discredited | 13. Impoverished | 18. Replaced |
| 4. Condemned | 9. Disowned | 14. Kidnapped | 19. Robbed |
| 5. Cursed | 10. Exiled | 15. Mutilated | 20. Suspected |

Hobby

- | | | | |
|------------------|---------------|-----------------|---------------|
| 1. Art Criticism | 6. Embroidery | 11. Horseracing | 16. Riddling |
| 2. Bad Fiction | 7. Exercise | 12. Music | 17. Science |
| 3. Card Games | 8. Fashion | 13. Lawn Games | 18. Sculpture |
| 4. Clockwork | 9. Fishing | 14. Opera | 19. Smoking |
| 5. Cuisine | 10. Gardening | 15. Poetry | 20. Wine |

Alignment

- | | | |
|-------------|--------------|---------------|
| 1-5: | 6-15: | 16-20: |
| Law | Neutrality | Chaos |

Equipment Costs

All prices are given in copper pennies. Payment for things like ships, real estate, and so on usually takes the form of trade goods, rare artifacts, favors, or oaths of fealty rather than piles of coins.

Armor

Shield (Defense +1, 1 slot, 1 quality)	40
Helmet (Defense +1, 1 slot, 1 quality)	100
Padded (Defense 12, 1 slot, 3 quality)	60
Brigandine (Defense 13, 2 slots, 4 quality)	500
Chain (Defense 14, 3 slots, 5 quality)	1200
Half Plate (Defense 15, 4 slots, 6 quality)	4000
Full Plate (Defense 16, 5 slots, 7 quality)	8000

Weapons

Dagger, Cudgel, Staff, Sickle, etc. (d6 damage, 1 slot, 1 hand, 3 quality)	5
Short Spear, Sword, Mace, Axe, Flail, etc. (d8 damage, 2 slots, 1 hand, 3 quality)	10
Halberd, Glaive, Long Sword, Battle Axe, Warhammer, etc. (d10 damage, 3 slots, 2 hands, 3 quality)	20
Sling (d6 damage, 1 slot, 1 hand, 3 quality)	5
Bow (d8 damage, 2 slots, 2 hands, 3 quality)	15
Crossbow (d10 damage, 3 slots, 2 hands, 3 quality)	60
Arrows, 20	5
Quiver, capacity 20	10

Adventuring Gear

Air Bladder	5
Bear Trap	20
Bedroll	10
Bellows	10
Black Grease	1
Block and Tackle	30
Book (Blank)	300
Book (Reading)	600
Bottle/Vial	1

Bucket	5
Caltrops (bag)	10
Cards with extra Ace	5
Chain (10 ft)	10
Chalk (10 pieces)	1
Chisel	5
Cookpots	10
Drill	10
Face Paint/Makeup	10
Fake Jewels	50
Fishing Rod/Tackle	10
Glass Marbles (bag)	5
Glue (bottle)	1
Grappling Hook	10
Hammer	10
Holy Water	25
Horn	10
Hourglass	300
Incense (packet)	10
Ink, Pot	1
Iron Tongs	10
Ladder (10 ft)	10
Large Sponge	5
Lens	100
Lockpicks	100
Manacles	10
Metal File	5
Mirror (small, silver)	200
Musical Instrument	200
Nails (12)	5
Net	10
Oilskin Bag	5
Oilskin Trousers	10
Padlock and Key	20
Perfume	50
Pick	10
Pole (10ft)	5
Prybar	10
Rope (50ft)	10
Sack	1
Saw	10
Set of Loaded Dice	5
Shovel	10
Small Bell	20
Soap	1
Spike (iron)	5
Spike (wood)	1
Spiked boots	5
Spyglass	1000
Tar (Pot)	10
Tent (3 man)	100
Tent (personal)	50
Twine (300 ft)	5
Waterskin	5
Whistle	5

Light

Candle, 4 hours	1
Lantern	30
Lamp Oil, 4 hours	5
Tinderbox	10
Torch, 1 hour	1

Animals

Chicken	1
Cow	100
Chicken	1
Dog, hunting	50
Dog, small but vicious	20
Donkey/Pack Horse	300
Goat	10
Hawk	1000
Horse, riding	1000
Horse, war	10,000
Ox	300
Pig	30
Sheep	15

Food

Travel rations (1 day)	5
Animal Feed (1 day)	2
Bacon, side of	10
Bread, 1 loaf	1
Cheese, 1 lb	2
Cider, 4 gallons	1
Cod, whole	20
Eggs, 24	1
Flour, 5 lbs	1
Fruit, 1 lb	1
Garlic, bunch	1
Grain, 1 bushel (8 gal.)	4
Herbs, 1 bunch	1
Lard, 5 lbs	1
Onions, 1 bushel	8
Salt, 1 bushel	3
Spices, 1 lb	100
Sugar, 1 lb	12
Wine/ale, bottle	1

Clothing

Poor	10
Standard	50
Noble	3000
Furs	5000
Winter	100

Ships

Ship, high quality	720/ton
Ship, good quality	480/ton
Ship, used quality	240/ton

Ship, poor quality	120/ton
Raft	50
Fishing boat	500
Sloop	5000
Caravel	25,000
Galleon	125,000

Transport

Carriage	320
Cart	50
Wagon	120

Lodging

Bed, per night	1
Private room, per night	2
Meal	2
Hot bath	2
Stabling and fodder	2

Buildings

Hovel	120
Row House	1200
Craftsman's House	2400
Merchant's House	7200
House with Courtyard	21,600
Guildhall	32,600
Stone Tower	48,000
Temple	75,000
Stronghold	100,000

Henchmen

Wages are per day, not including food, supplies, shelter, etc.

Laborer	1
Scribe	2
Archer	3
Mason	4
Man-at-arms, on foot	6
Armorer or Blacksmith	8
Man-at-arms, mounted	12
Master Builder	15
Barber-Surgeon	25
Knight	25

Rules Summary

Abilities

Strength: Used for melee attacks and tests to lift, bend, break, etc. The number of item slots you have is equal to 10 plus your Strength bonus.

Dexterity: Used for tests to dodge, climb, sneak, balance, etc.

Constitution: Used for tests to resist poison, sickness, cold, blood loss, etc. Your Constitution bonus is added to healing rolls.

Intelligence: Used for tests to control magic, resist magic, recall lore, craft objects, tinker with machinery, pick pockets, etc.

Wisdom: Used for ranged attacks and test to track, navigate, detect illusions, etc.

Charisma: Used for tests to persuade, deceive, interrogate, intimidate, charm, provoke, etc. You may employ a number of henchmen equal to your Charisma bonus.

Item Slots

PCs have a number of item slots equal to Strength defense. Most items, including spellbooks, potions, a day's provisions, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots. Groups of small, identical items may be bundled into the same slot, at the referee's discretion. In a more "realistic" game, 100 coins can fit in 1 slot, but other referees may increase this to 1000.

Making a Test

To make a test, add an appropriate ability bonus to a d20 roll and try to equal or exceed a difficulty class.

Very Easy	Easy	Standard	Difficult	Very Difficult
5	10	15	20	25

If success at a test is contested by two characters, the side doing the rolling (it doesn't matter which) must get a total **greater than** the opposing character's relevant defense score in order to succeed. If their total is equal to or less than the opposing character's defense score, they fail and the opposing character succeeds. This type of test is called a versus test.

If there are situational factors that make a test significantly easier or harder, the referee may add an additional bonus or penalty to the roll (usually in increments of +/-2).

The Combat Round

Use whichever set of old-school rules for combat you prefer. The attack bonus of other systems is replaced with the PC's Strength or Wisdom bonus, and Armor Class is replaced by Armor defense. Attacks should **exceed** the Armor defense rather than equaling or exceeding, for the sake of consistency with versus tests.

Note that just like with ability tests, either the attacker or defender can be the one to make the roll. If the defender rolls, they add their Armor bonus to the roll, looking to exceed the attacker's Strength or Wisdom defense. This allows the referee to run the game with players making all the rolls.

Armor and Weapon Quality

During an attack roll, if the attacker rolls a 20 or the defender rolls a 1, the defender's armor loses 1 point of quality. If the attacker rolls a 1 or the defender rolls a 20, the attacker's weapon loses 1 point of quality. At 0 quality, the item is destroyed.

Healing

After a meal and a full night's rest, PCs regain a d8 plus their Constitution bonus in hit points.

Reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll 2d6 on the following table.

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

Magic

The spell lists from any old-school RPG will work perfectly well in this game, provided that they range in level from 1 to 9. There are many free versions available online, such as the list in OSRIC.

- PCs may only cast spells of their level or less.
- A spellbook contains one and only one spell.
- Each spellbook occupies one slot.
- Each spellbook may only be used one per day. Attempts to cast from them repeatedly make them petty and vindictive.
- PCs are unable to create or copy spellbooks. It's a lost art.
- PCs can cast any spells found on scrolls, regardless of the spell's level, but the scroll is destroyed after use.
- When a spell allows for a save, make a versus test between the caster's Intelligence and the target's relevant ability.

XP and Advancement

Use whatever old-school level-based XP system you prefer. The highest possible level for PCs is 10.

When a PC gains a level, they roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than their previous maximum, increase the maximum by 1.

Gaining a level also causes some of the PC's abilities to increase. The referee can choose to do this in a number of different ways.

- The player raises 2 different abilities of their choice by 1.
- The player raises 2 randomly chosen abilities by 1.
- Roll 3d20 for each ability, in order, raising that ability by 1 if middle value of the three dice exceeds the ability's current defense score.
- Each time the PC levels up, they gain 30 ability points. To raise an ability by 1, the player must spend ability points equal to the defense score the ability is being raised to. Leftover ability points can be saved between levels. *Example: raising a defense score from 15 to 16 costs 16 ability points.*