

CHARACTER GENERATION

1. Ability Scores: Roll 3d6 six times then arrange to your liking. Max HP at 1st level.

2. Races:

- *Humans:*

Can reduce one score by 2 then improve another by 1. No ability score may be reduced below 9.

OR

Increase Prime Class Ability score to 15.

- *Demihumans:* Only demihumans my multi-class.

Multi-Classing Rules

All the character's classes are chosen at 1st level.

- **Advancing in Level:** Add the required XP for all the classes together.
- **HP:** Average the HD rolls of each class.
- **Attack Bonus:** Use the better.
- **Saving Throw:** Use the worst but use each of the classes bonuses.

3. Traits: Common things that adventurers do based on an x in d6 chance according to the character's ability scores.

Score	Roll
3 to 5	1 in d6
6 to 8	2 in d6
9 to 12	3 in d6
13 to 16	4 in d6
17 to 18	5 in d6

- *Open Doors/Bend Bars (STR):* Even lift or move heavy objects.
- *Athletics (Average of STR and DEX):* Jumping, climbing etc.
- *System Shock (CON):* Survive being brought back from the dead.
- *Sixth Sense (WIS):* Avoid surprise and find secret doors. Also modified by race or class.
- *Parlay (CHA):* How well the character is at social interaction. Doesn't replace roleplaying.

4. Doing other stuff: This is going to be judgment call on the GM's part. But these attempts would fall into three categories:

1. No Way: The character just doesn't have the training to attempt.
2. Snowball's Chance: Sure try. Roll 2d6 and only succeed on the roll of double 1's.
3. Sure give it shot: 1 in 6.

5. Alignments: Use the 5 point alignment system:

Lawful Good		Chaotic Good
	Neutral	
Lawful Evil		Chaotic Evil

COMBAT

Two Weapon Fighting: +1 to-hit. Fighters (and other martial types) roll both weapon's damage and take the best. Others average the damage.

Shattered Shields and Sundered Helms: Sacrifice your shield and avoid the damage from an attack. Sacrifice your helmet and turn a crit into a normal hit.

Critical Hits: Natural 20

Roll	Effect
2-3	+1 Damage
4-6	+2 Damage
7	Roll Double Damage
8-10	Max damage+Rolled Damage
11-12	Roll Triple Damage

Fumbles: Whatever makes sense at the time.

Attacks of Opportunity: Make a Saving Throw. Fail and take damage.

If a monster is avoiding a character, the damage is the base damage for the character's primary weapon in hand. No bonus for any class stuff or high ability scores. But if there's a penalty that applies.

If a player character is avoiding a monster, use the base damage of the monster's primary attack. Do not apply any special conditions of the attack such as poison, paralyzation, level drain and so on.