

## White Box: Folded, Spindled, & Mutilated

We assume you know the basics. So everything is brief and to the point. Static HD. Ascending AC.

### Rolling your stats. (Who needs 3 to 18? Just the Mod)

Roll 1d6 in order. 1=-1; 2 to 5=0; 6=+1.

STR: Melee Attacks & Damage, Lifting Heavy Stuff, Kicking in Doors	DEX: Ranged Attacks, AC, Dodging, Sneaking	CON: Hit Points, Resist Poison & Disease, Tests of Endurance.
INT: How smart are you?	WIS: Willpower, Perception, Analysis	CHA: How likable are you?

**Class Bonus** equals half your level. (Rounded Up.) See each class to see how this is applied.

**Hero Bonus** equals half your Class Bonus (Rounded Down): Just because you're a hero. Non-fighters use as attack bonus. Apply to Saving Throws and Doing Stuff Rolls. Here's a chart for the math weary.

Level	1	2	3	4	5	6	7	8	9	10
Class Bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5
Hero Bonus	0	0	+1	+1	+1	+1	+2	+2	+2	+2

### Classes

<b>Cleric</b>	<b>Magic-User</b>
Armor & Weapons: Light and Medium Armor and Shields, Medium Weapons Hit Die: 1d6 (Min HP at 1 <sup>st</sup> Level: 4) Class Bonus: Highest Level Spell Known Spells/Day: WIS+Class Bonus Spells Known: WIS+Level Spells: Just use the list.	Armor & Weapons: No Armor or Shields, Light Weapons Hit Die: 1d6-1 (Min HP at 1 <sup>st</sup> Level: 3) Class Bonus: Highest Level Spell Known Spells/Day: INT+Class Bonus Spells Known: Int+level Spells: Just use the list.
<b>Fighter</b>	<b>Thief</b>
Armor & Weapons: All Hit Die: 1d6+1 (Min HP at 1 <sup>st</sup> Level: 5) Class Bonus: Attack Rolls and Weapon Damage	Armor & Weapons: Light Armor, Medium Weapons Hit Die: 1d6-1 (Min HP at 1 <sup>st</sup> Level: 3) Class Bonus: Thievery & Skulduggery (Doing Sneaky Stuff); Sneak Attack to Hit and Damage, and AC

### Armor & Weapons

	Weapon Damage (Cost)/Example	Armor Class (Cost)/Example
Light	1d6-1 (3 GP)/Dagger	+2 (15 GP)/Leather
Medium	1d6 (7 GP)/Sword/Bow/Mace	+4 (30 GP)/Chain
Heavy	1d6+1 (15 GP)/Great Sword/Axe	+6 (50 GP)/Plate

Shields: +1 AC, Cost: 10 GP

Other Equipment: Just look it up or make up a price. Characters start with 3d6x10 GP

### Playing the Game

**Saving Throws & Doing Stuff:** Roll 1d20+appropriate Ability+Class or Hero Bonus. Need 15 or better.

### Combat

**Initiative:** By sides: GM and one player each roll 1d6. Higher goes first. On tie, act simultaneously do this each round.

**Attack roll** needs to be equal or better than Target's AC.

#### Special Combat Modifiers:

- Two Weapon Fighting: +1 To-Hit
- Ranged: All ranged weapons have an effective range of 30 feet. Beyond that roll at disadvantage. Shooting into melee combat. Roll at disadvantage.
- Rule of +4: Each +4 Damage modifier becomes an additional d6 (i.e. 1d6+5 becomes 2d6+1)

Dead at 0 HP. Heal 1 HP/day of rest.

**Monsters, Magic Items & Spells:** Just pull those from the book. You don't need to us write them out again.

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