

The House Rules (v0.3.1)

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Rules in Brief

- **Roll a die** to determine success. Normally a d6, higher with skills or d4 if hindered. **7-9** success with complications, **10+** success.
- **Skills** range from d4 (poor) to d12 (supernatural). d6 is average.
- **HP** starts at 1d6. Regain it when you can catch your breath. Downed at 0 HP.
- Carry **10 slots** of items. Most things fit in one slot. Bundle tiny items into one slot.
- The **resource die** governs expenditure. Rolling 1-2 reduces resource die by one step (d8 → d6 → d4 → all gone).

1. Basics

A. Tests

When an outcome is in doubt, make a test. Roll $d6 + \text{SKILL}$ when making a test. If you do not have a relevant skill, add a $d4$ instead. On a 7-9, you succeed at a cost. On a 10+, you succeed handily.

$d6 + \text{SKILL}$	Outcome
2-6	Failure.
7-9	Success, at a cost.
10+	Success.

Skills

Skills are rated on a scale from $d6$ to $d12$. If you don't have a relevant skill to a situation, you roll a $d4$ instead.

B. Saves

Saves are rolls to avoid consequences, usually. They might also be used to replace tests in certain circumstances. For a save, roll a $d20$. If you roll under the relevant stat (STR, DEX, CHA), then you succeed. Otherwise, you fail.

C. Combat

In combat, individuals plan what they will do each turn. They then roll a die according to the table. They keep that die face up. The GM counts up from 1. Individuals act when their number is called. If an effect or ability would grant a bonus or penalty to initiative, adjust the die size by 1 step (e.g. $d6$ to $d4$, or $d6$ to $d8$). Characters may take on action, a bonus action (dash, disengage, etc.), and a reaction each round.

Action	Initiative Die
Weapon Attack	Damage die
Unarmed Attack	$d4$
Cast a spell	$d8$
Other actions	$d8$
Multiple/bonus actions	Largest die

Attacking

In combat, there are no to-hit rolls. Attackers roll the damage die for their chosen weapon. The target takes that much damage.

Armor

Armor reduces damage by its value. Light armor reduces damage by 1, medium armor reduces damage by 2, and heavy armor reduces damage by 3. Armor takes up 1 slot per point, unless otherwise noted. Heavy armor is always bulky.

Damage

When an individual takes damage, they lose that much HP. Any additional damage carries over and reduces STR. When taking damage beyond HP, roll a STR save vs. being downed.

Downed

A character that is downed is practically helpless. They can only crawl until tended to by an ally and have a rest. They die of their injuries if left unattended for an hour.

D. Recovery

Rest

A few minutes of rest and a drink restores a character's HP, but risks wandering encounters and uses time.

Deprivation

A creature deprived of a crucial need, such as food or water, cannot benefit from rest. If a character meets these needs and rests, they are no longer deprived.

Restoration

A night of good rest and care heals damage to ability scores and other damage beyond HP.

E. Gear & Inventory

Encumbrance

Characters can carry 10 slots of items without worry, and no more than two bulky items. Carrying gear beyond this makes you *encumbered.* While encumbered, your HP is zero.

Breaking Things

If something is damaged, mark an X next to it. The next time it is damaged, it is broken. It'll need some attention before it can be used again.

Resources

Instead of tracking individual resources, use resource dice. When a resource (food, water, light, etc.) is used, roll the resource die. On a 1-2, reduce the size of the resource die by one step. Typically resources are a d6 or d8. Only rare and weird resources, such as an ancient wand, should use a d12.

Casting Magic

To cast a spell, expend all your HP OR spend 2 CHA. Spells take up space in the inventory too.

2. Characters

A. Genesis

1. Roll 4d4 each for STR, DEX, CHA.
2. Roll 1d6 for HP, which represents ability to avoid harm.
3. Pick your **Class**. This determines your starting special abilities and some of your equipment. Choose or roll for one starting **Skill**.
4. State your **Reason**. Why are you on your journey? Try to sum it up in one word that completes that statement "For. . ." (e.g. *For wonder, For closure, For vengeance, For answers*).
5. Choose your **Name**.

B. Advancement

Level	XP	HP	Other
0	0	d6	start here
1	10	d6+1	+1 luck
2	30	d6+1	+1 skill
3	60	d6+2	+1 luck
4	100	d6+2	+1 to stat
5	150	d6+3	+1 luck
6	210	d6+3	+1 skill
7	280	d6+4	+1 luck
8	360	d6+4	+1 to stat
9	450	d6+4	+1 luck
10	550	d6+4	+1 skill

Spend Luck to modify the roll of a die on a 1-to-1 basis. +1 stat means increase a stat, +1 skill means increase a skill by 1 step or gain a new skill at d6.

C. Classes

A class is like a background. It determines a character's starting equipment, skills, and abilities, but it does not determine their future.

Fighter

Gear

A set of rusted mail (2 armor, bulky), a worn sword (d8), and a torch (d6).

Skills

Pick one from: Farmer, Soldier, Sailor, Gladiator.

Action Surge

You have 1 action die, which is a d8. You can spend and roll it alongside your initiative die to take a second turn. Spent action dice return after a rest.

Parry

You can use your reaction to reduce incoming damage by d6.

Hunter

Gear

A skinning knife (d4), a hunting bow (d8, ranged) and arrows (d8), and flint & steel.

Skills

Pick one from: Park Ranger, Agronomist, Conservation,

Dress & Harvest

You know how to harvest the best parts of an animal without damaging them. The same principles should apply to monsters, right? You may take 1 hour to carefully butcher and clean a carcass, packing the best parts down into a bulky 1-slot collection.

Pathfinder

You're comfortable in the wilderness. You can always find sufficient kindling for a fire, and you have a 4-in-6 chance of reorienting yourself whenever you get lost.

Merchant

Gear

A sturdy backpack, a journal of your travels, a spear (d8), a set of scales, and something you haven't been able to sell just yet.

Skills

Pick one from: Peddler, Banker, Tax Collector, Bookie.

Business Acumen

When you see something, you can immediately judge its worth.

Well-Prepared

You may spend money to purchase an *unlabeled package*. At any point later on, you may open the unlabeled package and reveal what was inside it, which can cost no more than what you spent on the initial package. It may contain further unlabeled packages.

Minstrel

Gear

A musical instrument, a rapier (d6), a half-finished song, and a very fancy hat.

Skills

Pick one from: Musician, Playwright, Storyteller.

Repertoire

Once per scene, you may declare you have come up with a performance related to current events or the environment. Note it down. You gain +1 to LOR checks related to things in your repertoire.

Muse

You have two inspiration dice, which are d6s. You may spend an inspiration die to offer a timely word of advice or support to a friend, who may then take that d6 and add it to their roll. Inspiration dice return when you watch the sunrise or another suitably majestic sight.

Thief

Gear

A knife (d4), a set of odd tools, dark clothing, a hooded lantern and oil (d6).

Skills

Pick one from: Burglar, Thieves Guild, Spy, Investigator.

Thieves Knacks

You have a 3-in-6 chance of succeeding at the following: *Climb Sheer Surfaces*, *Find Or Remove Traps*, *Hear Noises*, *Hide In Shadows*, *Move Silently*, *Pick Pockets* and *Pick Locks*. This is in addition to the typical test roll.

Sneak Attack

When attacking an otherwise distracted or unaware opponent, your damage die is a d12.

Wizard

Gear

A wide-brimmed hat, a gnarled staff (d6), and a bottle filled with a single spell (Light, Burning Hands, or Sleep).

Skills

Pick one from: Scholar, Apothecary, Pointy-Hat Trick, Priest.

Cantrips

When attuned to a spell, you can create minor effects related to its powers at no cost.

Vancian Magic

You may prepare up to $CHA/3$ spells (rounded up). Mark a "V" next to your prepared spells. When you cast one of these spells, cross out the V. You may not spend HP or CHA to cast a prepared spell.

3. Appendix

A. Equipment

If you want prices and other granular stuff, go grab one of the many excellent equipment lists from the internet. Here's a list of things that just might be useful to have on hand.

Dungeoneering Gear

Torches (d6), 10' pole, steel mirror, iron spikes & mallet, 50' rope, lantern & oil (d6), bag of ball bearings (d8), bag of flour (d4).

Sundries

Rations (d8), Water (d8), etc.

Arms & Armor

Club (d6), Dagger (d4), Sword (d8), Greataxe (d12, 2H), Hammer (d8), Greatsword (d10, 2H), Spear (d6, thrown), Lance (d10, 2H).

Blowgun (d6), Crossbow (d10, 2H), Darts (d4), Longbow (d8), Shortbow (d6).

Gambeson (1 Armor), Brigandine (2 Armor), Chainmail (3 Armor, Bulky), Plate (3 Armor, Bulky).

B. Spells

Fireball

Unleash an explosion of fire at a single point you can see. Creatures within the space take 4d6 damage, or half as much on a successful DEX save. Flammable objects within the area catch fire.

Charm

A single human or human-like monster must succeed on a CHA save or be charmed. While charmed, the subject regards the caster as a close friend and views them favorably.

Invisibility

Render the subject perfectly invisible, though not imperceptible. The subject remains invisible

until they take a violent action or 1 hour passes.

Knock

Use magic to spring a container open.

Light

This spell conjures a magical light in a 15' radius, as light from a torch or lantern. The spell may be cast on an object, in which case the light moves with the object. If cast on a creature, it blinds them if they fail a DEX save. It may also be used to cancel a darkness spell.

Sleep

Put d6+2 creatures to sleep unless they succeed on a CHA save. Non-sentient creatures do not get a saving throw.

Ventriloquism

Allows the caster to cause their voice to emanate from anywhere within range (e.g. a statue, a tapestry, an animal).

Web

Conjure a volume of sticky webbing. Creatures within are stuck tight unless they succeed on a STR save to break free. The webbing is flammable, and burns away if exposed to fire. Without something to anchor the webbing, it quickly collapses into a tangled mess.