ADVENTURER RPG

RACE (Ability score adjustment; talent)
Human: No adjustment; Resolve (can reroll Ability test, cost 1 HP, once per test)
Dwarf: +1 STR –1 DEX; Dark Vision (can see in dark)
Elf: +1 INT –1 STR; Resist Magic (requires successful INT test)
Goblin: +1 DEX –1 INT; Resist Poison (requires successful STR test)

CLASS (Ability score adjustment, talent)
Fighter: +1 STR; Combat Skill (+1 Weapon Rating)
Rogue: +1 DEX; Sneak Attack (double damage to unaware opponent)
Wizard: +1 INT; Sorcery (Can transfer spells from scrolls to spell book)

OTHER
Ability Scores: Strength (STR, measures power and stamina), Dexterity (DEX, measures reflexes and coordination), and Intelligence (INT, measures mental and social ability). All start at 7. Apply race/class modifiers. You may increase one Ability by 1 by lowering another by 1 if you wish (as many times as you wish). Maximum score for each Ability is 12.
Health: Start with maximum Health Points (HP): 12 + STR
Wealth: Money, measured in Gold Pieces (GP). GM determines starting amount.
Equipment: Purchased with starting Wealth. You can carry a # of items = STR. GM will determine cost and availability of equipment.

ABILITY TESTS
Roll 2D6, compare result to score of Ability being tested. If score is higher, you succeed. If score is equal to or less than # rolled, you fail. GM will determine when a test is needed and which Ability should be tested. Margin of success means Ability score - # rolled (on a successful Ability test).

COMBAT
Round: About 5 seconds. Each character can take one action per round
Order: Highest DEX to lowest. In case of tie, higher INT goes first. If still a tie, resolve by rolling 1D6 (highest goes first).
Melee: STR test to hit. Base damage is margin of success
Missile: DEX test to hit. Base damage is margin of success. GM will determine if target is within range.
Dodge: DEX test; Melee only, once per round
Damage: Base damage + WR – AR = HP lost

WEAPON RATING (WR)*
Base rating of 0
-1 for small weapons   +1 for metal weapons
+1 for bladed/piercing weapons   +1 for Fine weapons
+1 for two-handed weapon (counts as two items)

ARMOR RATING (AR)
None: 0   Scale or Chain: 2
Leather: 1   Plate: 3
Shield: 1   Fine: +1
Armor counts as # of items = AR (do not count AR bonus for Fine armor)

INJURY and DEATH
Unconsciousness: Whenever you lose HP (for any reason), test your current HP as you would test an Ability. If you fail, you fall unconscious until you regain at least 1 HP.
Poison/Disease: When you are poisoned or diseased, lose 1 HP immediately. At the end of each day that you remain poisoned/diseased, lose # of HP = # of days you have been poisoned/diseased. Curing requires successful INT test and antidote. At GM's discretion, some poisons and diseases may also temporarily reduce Ability scores (until cured).
Falling: Lose 1 HP first 10 ft, 2 more HP next 10 ft, 3 more HP next 10 ft, etc. A DEX test can reduce damage by margin of success.
Drowning: After # of rounds = STR underwater you lose 1 HP per round.
Fire: Lose 1 HP each round you are in or on fire.
Death: When your Health falls to 0 HP or lower, you are dead.

HEALING
At the end of each day, restore 1 HP if you engaged in normal activity or 2 HP if you did nothing but rest. Once per day, you or someone else may tend to your wounds with an INT test. A successful INT test doubles the # of HP restored through natural healing.

MAGIC
Scrolls: Scrolls are one-shot spells you can purchase or find. Casting a spell from a scroll requires a successful INT test, but does not cost any HP. Cost and effects of spells on scrolls are pre-assigned. Scrolls disappear after use.

Spell Book: Wizards can record a spell from a scroll into a spell book. Doing so allows them to cast that spell repeatedly. A wizard may adjust the cost and effects of a spell as per the chart below. Casting a spell from a spell book requires a successful INT test and costs a # of HP = spell cost (even if the INT test fails).

SPELLS
Alter: Alter Ability scores (raising/lowering and each Ability are separate spells)
Bolt: Inflict damage (ignores armor); damage = (# D6 = magnitude) HP
Charge: Stores HP in a magic crystal for later use casting spells
Charm: Control actions of a creature
Conjure: Control an element (air, earth, fire, water, each element is separate spell)
Cure: Cures poison/disease (does not restore lost HP)
Delay: Delays spell effect (conditions determined by caster), adds 1 to cost
Dispel: Cancels a spell already in effect
Divination: See beyond the immediate area
Enchant: Stores a spell in an item (as with a spell book, only one spell per item)
Heal: Restores lost HP; HP restored = (#D6 = magnitude) HP
Illusion: Creates a false image
Invisibility: Turns target invisible
Light: Causes an object to give off light
Move: Moves or pushes an object or creature (including levitation)
Reveal: Reveals/identifies subject (magic, trap, etc)
Shield: Increases AR of target by 1 per magnitude
Summon: Summons a creature or spirit
Transform: Changes the shape of the target
Ward: Creates a barrier around an area or object (can be renewed at any time)

SPELL COST CHART

Cost	Duration	Magnitude	Range	Size/Area
0	Instant	None	Self	None
1	Minute	1	Touch	Small
2	Hour	2	Near	Medium
3	Day	3	Far	Large

Cost is reduced by margin of success (but always at least 1). GM determines cost. According to chart. Magic crystals can store HP to use for casting spells (cost HP capacity x 10 GP).

IMPROVEMENT
After twelve successful tests of an Ability, roll 2D6. If # rolled is greater than your current score in that Ability, increase that Ability score by 1. Do this again after every twelve successful tests of that Ability.

ADVENTURER CHARACTER SHEET
CHARACTER Name _____ Race _____   Class _____
ABILITIES STR _____ ☐☐☐☐☐☐☐☐☐☐☐☐ DEX _____ ☐☐☐☐☐☐☐☐☐☐☐☐ INT _____ ☐☐☐☐☐☐☐☐☐☐☐☐
HEALTH   **WEALTH** _____ (Maximum)
EQUIPMENT _____ _____ _____ _____ _____ _____ _____ _____ _____ _____

*Based on Gothic Worlds RPG by Jeff Moore